

1997 TRAINING CAMP

DEFENSE MTG #1

DEFENSE - TITING CAMP

MTG 1

2	GENERAL PHILOSOPHY	DEFENSE - GENERAL
17	OKIE GENERAL FRONTS & COVERAGE	DEFENSE - GENERAL
27	OKIE HUDDLE	DEFENSE - GENERAL
30	DEFENSE CALLS / TERMINOLOGY	DEFENSE - GENERAL
34	STRENGTH OF FORMATION	DEFENSE - GENERAL
42	TILT OF SET	DEFENSE - GENERAL
44	OKIE FRONTS: TITE, WEAK SLANT	OKIE FRONTS & STUNTS
48	(TITE, WEAK SLANT) WILL 2	OKIE SAM-WILL RUSHER
60	OKIE FRONTS: TUFF	OKIE FRONTS & STUNTS
62	(TUFF) DOG 1	OKIE MAN - DOGS & BLITZES
72	OKIE STUNTS: SCOOP, SLIP, BARK, ZEBRA	OKIE FRONTS & STUNTS
77	FIRE ZONE - GENERAL	DEFENSE - GENERAL
78	(SCOOP, SLIP, BARK, ZEBRA) TILT / FIELD / STRONG / JERSEY # FIRE ZONE	OKIE ZONE BLITZ
82	OKIE FRONTS: JET, ANGLE, RAM	OKIE FRONTS & STUNTS
89	OKIE STUNTS: "Z"	OKIE FRONTS & STUNTS
90	(JET, ANGLE, RAM Z) SMOKE 8	OKIE ZONE BLITZ

MTG 2

-- NO NEW INSERTION --

MTG 3

2	OPEN & CLOSED FORMATIONS	DEFENSE - GENERAL
10	PRO & SLOT SETS	DEFENSE - GENERAL
12	OKIE FRONTS: EAGLE WIDE, EAGLE, FALCON	OKIE FRONTS & STUNTS
18	OKIE STUNTS: ED, FREEZE, X, ISO	OKIE FRONTS & STUNTS
22	(EAGLE WIDE, EAGLE, FALCON) (ED, FREEZE, X, ISO) OPEN 23	OKIE OPEN RUSHER
28	(EAGLE WIDE) OPEN 7	OKIE OPEN RUSHER
38	(EAGLE WIDE) (ED, ISO, Z) DOG 1	OKIE MAN - DOGS & BLITZES

MTG 4

3	LOAD PACKAGE GENERAL	LOAD - GENERAL
4	LOAD FRONTS: SHADE, CHEAT, HAMMER	LOAD FRONTS & STUNTS
10	LOAD (SHADE, OVER) ZONE AUTOMATIC	LOAD ZONES
16	DIME HUDDLE	DIME - GENERAL
17	DIME FRONTS: SHADE, CHEAT, OVER, NO CALL	DIME FRONTS & STUNTS
18	DIME STUNTS: EXIT, DART, TWIST	DIME FRONTS & STUNTS
22	DIME (SHADE, OVER) 52	DIME ZONES
30	DIME (SHADE, CHEAT, OVER) 55	DIME MAN
36	NICKEL / DIME (SHADE) ZONE AUTOMATIC	

MTG 5

3	EAGLE WIDE (CROSS) INSIDE FIRE ZONE	OKIE ZONE BLITZ
7	MABLE CALL	DEFENSE - GENERAL
8	EAGLE WIDE (CROSS, ZEBRA) CORE FIRE ZONE	OKIE ZONE BLITZ
10	(EAGLE WIDE, ANGLE) OPEN 7 WALK	OKIE OPEN RUSHER
12	EAGLE WIDE (ED, FREEZE) OPEN ZONE	OKIE OPEN RUSHER
16	OKIE STUNTS: DAGGER, SPIKE, EAGLE LONG	OKIE FRONTS & STUNTS
19	(DAGGER, SPIKE, EAGLE LONG) TILT / FIELD / STRONG / JERSEY # FZ	OKIE ZONE BLITZ

MTG 6

2	LOAD 5 STAY	LOAD MAN
6	LOAD (SHADE, OVER) 52	LOAD ZONES
13	LOAD INDIAN 2 OR 3	LOAD ZONE BLITZ
17	MAGIC INDIAN 2 OR 3	MAGIC PACKAGE
20	NICKEL (SIZZLE) FIRE ZONE	DIME ZONE BLITZ
26	DIME 55 ADJUST	DIME MAN

MTG 7

2	(TITE, WEAK SLANT, RAM Z) WILL 2 RED ZONE	OKIE RED ZONE
10	EAGLE WIDE OPEN 7 COMBO	OKIE RED ZONE
14	DIME 52 RED ZONE	DIME RED ZONE
22	DIME RED ZONE BLITZ	DIME RED ZONE
28	MAGIC FRONT	MAGIC PACKAGE
29	MAGIC STUNTS: GUN, SWORD, SWORD Z, KNIFE, DOOR, WHEEL RIZO	MAGIC PACKAGE

PHILOSOPHY OF PANTHERS DEFENSE

- OUR MAIN OBJECTIVES ON DEFENSE ARE TO KEEP OUR OPPONENT FROM SCORING AND TO GAIN POSSESSION OF THE FOOTBALL FOR OUR OFFENSE WITH GOOD FIELD POSITION.
- THE "BEST" DEFENSIVE UNIT IN THE NATIONAL FOOTBALL LEAGUE IS MEASURED BY THE NUMBER OF POINTS SCORED AGAINST IT.
- "TEAM DEFENSE" IS THE PRODUCT OF EVERYONE'S BEST EFFORT. EACH PLAYER MUST KNOW HIS ASSIGNMENT AND CARRY OUT HIS ASSIGNMENT IN ORDER THAT THE DEFENSE MAY FUNCTION AS A UNIT.
- WE WANT TO TAKE THE BALL AWAY FROM OUR OPPONENT IN ONE OF TWO WAYS:
 - 1. **FORCE THEM TO GIVE UP THE BALL ON DOWNS**
 - A. HOLD OUR OPPONENT TO 3 YARDS OR LESS ON 1ST DOWN.
 - B. ELIMINATE MENTAL ERRORS AND RESULTING "BIG PLAYS".
 - C. PLAY TEAM DEFENSE AND ELIMINATE "BIG PLAYS".
 - D. TACKLE!
 - 2. **FORCE A TURNOVER**
 - A. KNOCK THE BALL LOOSE BY GANG TACKLING, FORCING A FUMBLE OR STRIPPING THE BALL.
 - B. PRESSURE THE QB TO THROW EARLY, FORCING INTERCEPTIONS.
 - C. COVER RECEIVERS TIGHT TO MAKE THE QB HESITATE, CREATING OPPORTUNITIES FOR A SACK, FUMBLE, OR INTERCEPTION.
- OUR ULTIMATE GOAL OF LIMITING THE NUMBER OF POINTS SCORED AGAINST US WILL TAKE CARE OF IT-SELF AS WE SUCCESSFULLY ACHIEVE THESE TWO OBJECTIVES.

DEFENSIVE PHILOSOPHY



PANTHERS DEFENSIVE APPROACH

1. WORK

WHILE WE FEEL THAT THERE ARE MANY THINGS WHICH CAN CONTRIBUTE TO A SUCCESSFUL TEAM DEFENSE, ONE OF THE MOST IMPORTANT IS FOR ALL DEFENSIVE PLAYERS TO BE FUNDAMENTALLY SOUND IN THE TECHNIQUES OF THEIR INDIVIDUAL POSITION. NO MATTER WHAT OUR DEFENSIVE ALIGNMENTS OR PHILOSOPHY, OUR DEFENSE WILL BE ONLY AS STRONG AS THE INDIVIDUALS THAT MAKE IT UP. EACH PLAYER MUST CONSTANTLY STRIVE TO IMPROVE THE INDIVIDUAL TECHNIQUES HE MUST PERFORM.

A TEAM PLAYS THE WAY IT MEETS AND PRACTICES. EACH MEETING AND EACH PRACTICE SHOULD BE A CHALLENGE FOR SELF-IMPROVEMENT IN SOME PHASE OF DEFENSIVE KNOWLEDGE AND/OR TECHNIQUE. WE WANT OUR DEFENSIVE PERSONNEL TO BE ANALYTICAL AND RECOGNIZE THE AREAS WHERE THEY NEED WORK. WE WANT THEM WILLING TO SPEND EXTRA TIME ON THEIR WEAKNESSES. REMEMBER, PRACTICE DOES NOT MAKE PERFECT; ONLY PERFECT PRACTICE MAKES PERFECT. PRACTICE WITH AS MUCH "GAME LIKE" TEMPO AS POSSIBLE --AT ALL TIMES.

2. VARIATION ON DEFENSIVE DESIGN

STRESS AND ATTACK THE OFFENSE BOTH PHYSICALLY AND METALLICALLY. WE MUST BE ABLE TO EXECUTE ALL OF OUR SCHEMES. THE MORE SCHEMES WE HAVE, THAT WE CAN EXECUTE, THE HARDER IT IS FOR AN OFFENSE TO PREPARE AND PLAY AGAINST US.

3. ATTITUDE

WE MUST DEVELOP AN ATTITUDE THAT NOTHING WILL KEEP US FROM BECOMING THE "BEST". WE AS A TEAM WILL DO "WHATEVER IT TAKES" TO ACHIEVE OUR GOAL OF WINNING THE CHAMPIONSHIP. WITHIN THE PATTERN OF OUR DEFENSE, YOU MAKE THE PLAY THAT SETS THE TEMPO FOR OUR DEFENSE. TO BE THE BEST WE HAVE TO BE, BE AGGRESSIVE. BUT, IN DOING SO, WE HAVE TO HAVE AN INTELLIGENT APPROACH. WE MUST BE A TEAM THAT ATTACKS AND FORCES ERRORS BY RELENTLESS PURSUIT. WE MUST PUNISH THE BALL CARRIER BY CONVERGING AND SWARMING.

FOOTBALL IS A TEST OF MAN'S MENTAL AND PHYSICAL TOUGHNESS. ABILITY ALONE IS NOT ENOUGH. THE SUCCESS OF OUR DEFENSE REQUIRES YOUR DEDICATION, CONCENTRATION AND PRIDE IN OUR UNIT. MAKE A COMMITMENT TO THESE GOALS AND YOU WILL BE PART OF A GREAT CAROLINA PANTHERS' DEFENSE.

DEFENSIVE PHILOSOPHY



PANTHERS DEFENSIVE FORMULA

1. ASSIGNMENT : KNOW YOUR DEFENSIVE ASSIGNMENTS

- A. ELIMINATE THE POSSIBILITY WE MIGHT "BEAT" OURSELVES.
- B. TO PLAY OUR BEST, OTHER TEAM MEMBERS MUST HAVE CONFIDENCE IN YOU AND THEY MUST FEEL THAT YOU ARE A "TEAM PLAYER". GETTING BLOCKED IS ONE THING, BUT GETTING THE OTHER 10 MEN BEAT SIMPLY BECAUSE YOU DON'T KNOW WHAT TO DO IS INEXCUSABLE.

2. TECHNIQUE : WORK HARD IN PRACTICE TO PERFECT

- A. BE A TECHNICIAN. PERFECT YOUR TECHNIQUES TO THE POINT THAT THEY BECOME INSTINCTIVE REACTIONS.
- B. WORK EXTRA ON YOUR WEAKNESSES.

3. AGGRESSIVENESS : BE MENTALLY AND PHYSICALLY TOUGH **RELENTLESS EFFORT : PLAY HARD EVERY DOWN**

THE SUREST WAY TO WIN IS TO PHYSICALLY DEFEAT AND INTIMIDATE YOUR OPPONENT. CHALLENGE AND GO AFTER YOUR OPPONENT ON EVERY DOWN . EVERYONE MUST PLAY TO THE LEVEL OF THEIR ABILITY. EVERYONE IS CAPABLE OF MAKING GREAT PLAYS. "MAKING THE TEAM" IS NOT ENOUGH. CONTRIBUTING TO A GREAT DEFENSIVE TEAM HAS GOT TO BE YOUR GOAL.

4. TALENT

IF WE AHCIEVE #1, #2, AND #3, TALENT WILL THEN TAKE OVER.

DEFENSIVE PHILOSOPHY



PANTHERS DEFENSIVE BUZZWORDS & PHRASES

TAKEAWAYS	ELIMINATES A SCORING OPPORTUNITY. CREATES FIELD POSITION. DEMORALIZES THE OFFENSE. CREATES MOMENTUM AND EXCITEMENT FOR OUR TEAM AND DEFENSE.
3 & OUT	ELIMINATES A SCORING OPPORTUNITY. CREATES FIELD POSITION. DEMORALIZES THE OFFENSE. CONSERVES ENERGY AND CALLS.
RED ZONE DEFENSE	SUCCESSFUL RED ZONE DEFENSE MINIMIZES THE CONSEQUENCES (POINTS ALLOWED AND MOMENTUM LOST) RESULTING FROM SOME POOR PLAY BY OUR TEAM.
BLACK ZONE DEFENSE	IN BLACK ZONE, WE HAVE OUR OPPONENT BACKED UP INSIDE THEIR OWN 15 OR 10-YARD LINE. A TAKEAWAY OR A 3-&-OUT WILL SET UP GOOD FIELD POSITION AND A SCORING OPPORTUNITY FOR US.
KNOW THE SITUATION AND OPPONENT	THE DOWN & DISTANCE, SCORE, FIELD & BALL POSITION, AND TIME OF GAME SHOULD HAVE A DIRECT EFFECT ON HOW YOU MIGHT PLAY THE DOWN AT HAND. KNOW THE OPPONENTS OFFENSE AND TENDENCIES THROUGH THOROUGH PREPARATION. IF YOU FAIL TO PREPARE, PREPARE TO FAIL.
"MUST STOP" SITUATIONS	IN 4TH QUARTER AND WE ARE BEHIND. WE NEED QUICK STOPS TO GET THE BALL BACK SO OUR OFFENSE CAN SCORE. SUDDEN DEATH : THE OVERTIME PERIOD OF A GAME. FIRST TEAM TO GIVE UP A SCORE LOSES.
MAINTAIN OUR MOMENTUM	AFTER WE HAVE SCORED ON OFFENSE, WE NEED TO GO OUT AND BACK IT UP WITH A BIG SERIES (TAKEAWAY / 3 & OUT). THIS ENABLES OUR OFFENSE TO GO RIGHT BACK OUT THERE WHEN THEY ARE FEELING HOT AND THE OPPONENT DEFENSE MAY BE FEELING DOWN AND/OR FATIGUED.
DEFUSE OPPONENT MOMENTUM	HOW DO WE RESPOND TO ADVERSITY WHEN THINGS LOOK GOOD FOR OUR OPPONENT / BAD FOR US? OUR OPPONENT IS IN A GOOD SITUATION AND WE ARE IN A POTENTIALLY BAD SITUATION. HOW DO WE HANDLE IT?
ASSIGNMENT – TECHNIQUE – INTENSE EFFORT	
"WIN EVERY PLAY" MENTALITY	ONE PLAY AT A TIME, WHICH MAY BE THE MOST IMPORTANT PLAY OF THE GAME AND YOU MUST EXECUTE AND WIN YOUR BATTLE.
MAINTAIN YOUR "EDGE"	YOU CANNOT PLAY THE PHYSICAL, RELENTLESS STYLE OF DEFENSE THAT WE WANT IF YOU LOSE YOUR <u>EDGE</u> . THIS WILL FIRST SHOW UP IN RUN DEFENSE.
MAINTAIN YOUR "FOCUS"	STAY IN THE PRESENT. DO NOT BE THINKING ABOUT PREVIOUS PLAYS OR WHAT MIGHT HAPPEN LATER IN THE GAME. FOCUS ON YOUR ASSIGNMENT, TECHNIQUE, AND GAME SITUATION.
BE RELENTLESS AND PHYSICAL	WE WANT TO BE KNOWN AS A PHYSICAL / RELENTLESS / COME-AFTER-YOU-EVERY-PLAY DEFENSE. NEVER LET UP.

DEFENSIVE PHILOSOPHY



DEFENSIVE SCORING

DEFENSIVE SCORING

THE MARGIN OF WINNING IN MANY CLOSE GAMES HAS BEEN THE RESULT OF THE DEFENSE SCORING BY:

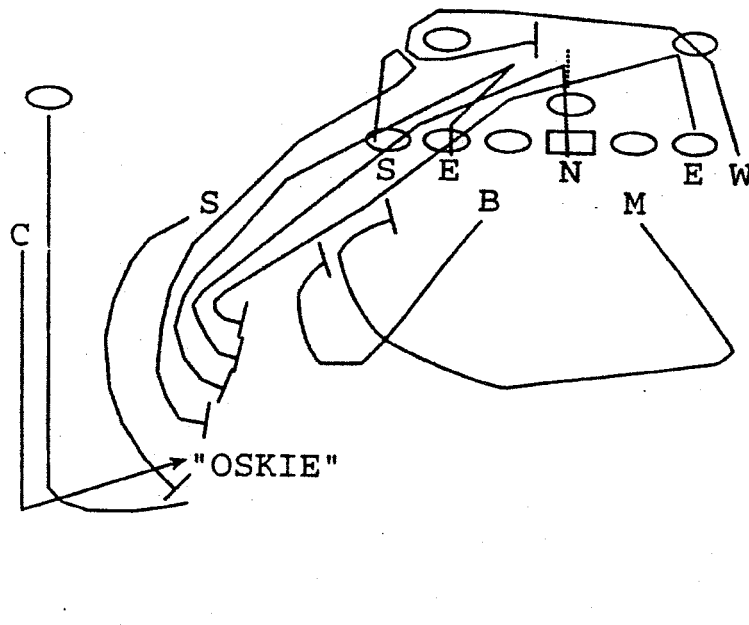
1. INTERCEPTING A PASS AND RETURNING FOR A TOUCHDOWN
2. RECOVERING A FUMBLE WITH A RUNBACK FOR A TOUCHDOWN
3. A SAFETY

INTERCEPTING A PASS OR RECOVERING A FUMBLE CLOSE TO THEIR GOAL LINE OFTEN MEANS THE DIFFERENCE IN A CLOSE GAME. IF YOU CAN CAUSE YOUR OPPONENT'S OFFENSIVE PLANS TO BACKFIRE, YOU CAN DEAL A DAMAGING BLOW THAT SOMETIMES LEADS TO THEIR TOTAL COLLAPSE. WHEN THE TURNOVER RATIO IS ON THE PLUS SIDE, YOU ARE PLAYING WINNING FOOTBALL. THE GREATEST CONTRIBUTION A DEFENSIVE UNIT CAN MAKE TO THE TEAM IS TO CREATE A TURNOVER AND SCORE. AT THE VERY LEAST, DEFENSIVE SCORING WILL CHANGE THE MOMENTUM OF A GAME IN OUR FAVOR.

DEFENSIVE PHILOSOPHY



INTERCEPTION RETURN RESPONSIBILITIES



RUSH ELEMENT

PEEL TO THE NUMBERS AND SPRINT TO THE INTERCEPTOR (FORM A WALL).
RUSHER OPPOSITE SIDE OF THROW, BLOCK QB.

INTERCEPTOR

RETURN TO NEAR SIDELINE AND TRY TO GET TO RUSH ELEMENT FORMING THE WALL. TRY TO AVOID CUTTING BACK. IT LOOKS GOOD EARLY SOMETIMES, BUT THAT'S WHERE MOST OF THEIR DEFENDERS ARE.

COVERAGE ELEMENT

MAN OR MEN NEAR INTENDED RECEIVER BLOCK THE INTENDED RECEIVER.
OTHERS TURN AND BLOCK FIRST WRONG COLORED JERSEY TO SIDE OF NEAR SIDELINE.

NOTES:

- 1) BLOCK SOMEONE!
- 2) DON'T CLIP!
- 3) DON'T BLOCK BELOW WAIST!
- 4) ON SURE SCORES, DON'T BLOCK!

OKIE GENERAL



PANTHERS DEFENSE
1997 TRAINING CAMP

MTG #1
PG 9

RUN AND PASS DEFENSE

RUN DEFENSE

- IT IS IMPERATIVE THAT YOU SHOW UP WHERE YOU ARE SUPPOSED TO BE TO HAVE ANY CHANCE OF PLAYING GOOD RUN DEFENSE.
- OUR GOAL IS TO KEEP THE GAIN TO A MINIMUM AND PREVENT A LONG RUN. ANY LONG RUN CAN BE TRACED TO THE DEFENSE BEING "SPLIT", LOST FORCE, MISSED TACKLES OR IMPROPER PURSUIT.
- WE MUST WIN ON FIRST DOWN BY ALLOWING THREE YARDS OR LESS. OUR SUCCESS IN DOING THIS WILL DEPEND ON HOW WELL WE TACKLE. WE MUST MEET THE BALL CARRIER NEAR THE LINE OF SCRIMMAGE AND STOP HIS FORWARD PROGRESS. ALWAYS "KNOCK HIM BACK."

PASS DEFENSE

- PASS DEFENSE STARTS BY COMBINING PRESSURE ON THE PASSER WITH JAMMING AND DISRUPTING THE TIMING OF RECEIVERS AND THEIR PATTERNS.
- WE MUST COMMUNICATE TO BE EFFECTIVE IN PASS COVERAGE. "TALK" ROUTES, "BALL" CALL AND "HAND SIGNALS" ARE THE RESPONSIBILITY OF EVERYONE IN OUR SECONDARY.
- OUR BASIC THEORY IS TO MIX MAN TO MAN AND ZONE COVERAGES IN PASS SITUATIONS. THIS, ALONG WITH VARYING OUR SECONDARY ALIGNMENTS, WILL CREATE UNCERTAINTY FOR OPPOSING QB'S AND RECEIVERS.
- THE COMBINATION OF OUR PASS RUSH AND TIGHT COVERAGE WILL PRODUCE INTERCEPTIONS, SACKS, INCOMPLETIONS, AND THE ABILITY TO CONTROL OUR OPPONENT.

DEFENSIVE PHILOSOPHY



TACKLING

TACKLING WEAPON OF THE DEFENSE

EACH OFFENSIVE TEAM IN THE NATIONAL FOOTBALL LEAGUE HAS VARIOUS WEAPONS IT WILL USE TO HELP THEM ACHIEVE VICTORY. IT MAY BE THEIR RUNNING OR PASSING GAME OR EVEN A COMBINATION OF BOTH. HOWEVER, THE DEFENSE HAS ONLY ONE WEAPON AND THAT IS THEIR ABILITY TO TACKLE.

THE ABILITY TO TACKLE WELL CAN BE DEVELOPED THROUGH THE UNDERSTANDING AND APPLICATION OF SOUND FUNDAMENTALS AND TECHNIQUES. WE WILL WORK EVERY DAY IN PRACTICE TO IMPROVE THESE SKILLS, BOTH AS INDIVIDUALS AND AS A TEAM.

THERE ARE SEVERAL DIFFERENT FORMS OF TACKLING BUT EACH CONSISTS OF THREE BASIC ELEMENTS:

1. **APPROACH**

THIS INVOLVES YOUR MOVEMENT TO THE BALL CARRIER AND GATHERING YOURSELF TO EXPLODE INTO HIM. THIS REQUIRES CONCENTRATION ON THE RUNNER. YOU MUST USE YOUR EYES AND PICK A SPOT ON YOUR OPPONENT. KEEP YOUR EYES OPEN AND YOUR HEAD UP. AS YOU APPROACH HIM, GET CLOSE TO HIM AND "STEP ON HIS TOES". TOO OFTEN A MISSED TACKLE IS THE RESULT OF BEING TOO FAR AWAY FROM THE BALL CARRIER. YOUR FEET MUST BE AS WIDE OR WIDER THAN THE BALL CARRIER'S HIPS TO INSURE A GOOD BASE. FLEX YOUR KNEES AND LOWER YOUR HIPS TO GET UNDER CONTROL AND TO PUT YOUR BODY IN A POSITION TO STRIKE.

2. **CONTACT**

IN A GAME, WE WANT TO GET THE BALL CARRIER DOWN ANY WAY WE CAN. BUT WHEN THE OPPORTUNITY TO MAKE A GREAT HIT IS THERE, WE WANT TO PUNISH AND INTIMIDATE OUR OPPONENT. EXPLODE UP THROUGH THE RUNNER, CLUB YOUR ARMS AROUND HIM AND GRAB CLOTH. IT IS OFTEN THE SECOND MAN ON THE TACKLE WHO CAUSES THE FUMBLE. WE WANT TO TAKE SOMETHING OUT OF OUR OPPONENTS ON EACH PLAY AND WEAR THEM DOWN. A BALL CARRIER CAN ONLY TAKE SO MANY HITS BEFORE FATIGUE SETS IN AND THEN HE IS MORE VULNERABLE TO FUMBLE(S) AND LESS LIKELY TO MAKE A LONG RUN.

3. **FOLLOW THROUGH**

TO FOLLOW THROUGH EFFECTIVELY, REQUIRES CONCENTRATION AND INTENSITY. EXPLODE THROUGH THE RUNNER. CONTINUE TO DRIVE YOUR LEGS FORWARD TO STOP THE BALL-CARRIER'S FORWARD MOMENTUM AND KNOCK HIM BACK! PIN THE RUNNER TO THE GROUND AND SEPARATE HIM FROM THE BALL.

DEFENSIVE PHILOSOPHY



TACKLING

TACKLING TECHNIQUES

1. **CHEST TACKLE**

USED MOST FREQUENTLY WHEN THE BALL CARRIER IS CONFINED TO A SMALL AREA. ATTACK THE BALL CARRIER SQUARE, DRIVING YOUR CHEST AND SHOULDERS "NUMBERS TO NUMBERS" UP AND THROUGH HIS CHEST. CLUB YOUR ARMS AROUND THE RUNNER AND "GRAB CLOTH".

2. **SHOULDER TACKLE**

THIS IS ESSENTIAL TO MASTER! IT REQUIRES CONCENTRATION ON BOTH THE BALL CARRIER AND WHERE HE IS CARRYING THE BALL. FROM A POSITION DIRECTLY IN FRONT OF THE BALL CARRIER, STRIKE THE RUNNER WITH YOUR SHOULDER OPPOSITE THE SIDE OF THE BALL AND "GRAB CLOTH".

3. **ANGLE TACKLE**

USED BY EVERYONE IN MANY SITUATIONS THROUGHOUT A GAME. AS YOU APPROACH THE BALL CARRIER, YOU MUST CONCENTRATE ON HIM. PICK A SPOT ON THE HIP THAT IS THE CLOSEST TO YOU AND GIVE THE RUNNER ONLY ONE WAY TO GO. TAKE ONE MORE STEP AND STRIKE THE BALL CARRIER WITH YOUR NEAR SHOULDER ON HIS HIP. CLUB YOUR ARMS AROUND THE BALL CARRIER AND "GRAB CLOTH". WHEN MAKING AN ANGLE TACKLE ON THE SIDELINE, USE THE SIDELINE TO YOUR ADVANTAGE. BY COMING UNDER CONTROL AND MAINTAINING LEVERAGE ON THE RUNNER, THE SIDELINE BECOMES OUR TWELFTH MAN ON DEFENSE.

4. **OPEN FIELD TACKLE**

CLOSE FAST TO THE BALL CARRIER, AS YOU GET CLOSE (3-5 YDS) GATHER YOURSELF WHILE STILL WORKING TOWARDS THE BALL CARRIER. AT THAT POINT, YOU WILL BE EXECUTING AN ANGLE TACKLE. YOU MUST GET EM DOWN IN THE OPEN FIELD. YOU CANNOT TOTALLY MISS OR LOSE LEVERAGE AND WAIST OUR PURSUIT.

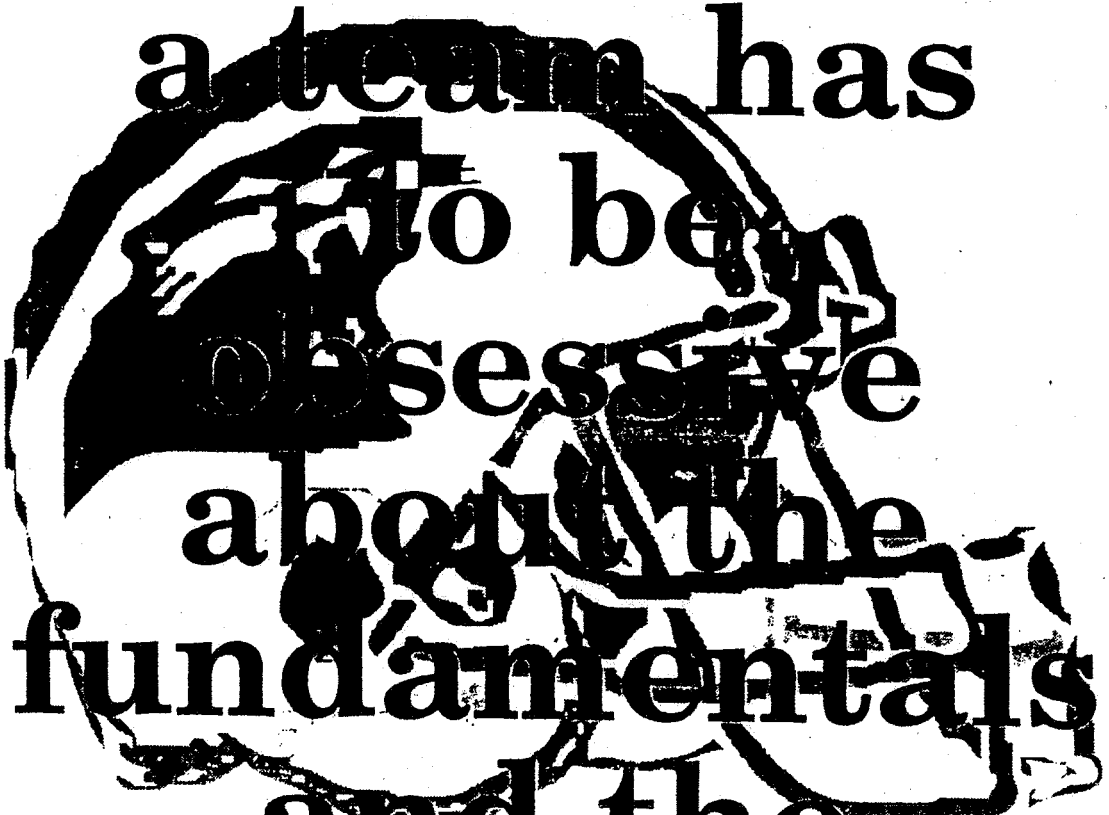
TO BECOME A GREAT TACKLER, YOU MUST COMMIT YOURSELF TO IMPROVING EVERY DAY THE BASIC TECHNIQUES OF APPROACH, CONTACT AND FOLLOW THROUGH. ADOPT THE ATTITUDE THAT YOU WILL MAKE EVERY TACKLE YOURSELF AND THAT YOU WILL PERSONALLY "SET THE TEMPO" FOR OUR DEFENSE.

THE MOST IMPORTANT INGREDIENT TO BEING A GREAT TACKLING TEAM IS RELENTLESS TOTAL TEAM PURSUIT EVERY PLAY. THE MORE PEOPLE WE HAVE FLYING TO THE BALL WITH GOOD ANGLES CUTS DOWN ON THE ROOM A BALL-CARRIER HAS TO MANEUVER AND MAKE CUTS. OUR COMMITMENT TO TACKLING WILL ENABLE OUR DEFENSE TO SET THE TEMPO OF EACH GAME AND LEAD US TO VICTORY.

DEFENSIVE PHILOSOPHY



To win it all,
a team has
to be
obsessive
about the
fundamentals
and the
little things.



Joe Gibbs
Hall of Fame Coach
3-time Superbowl Winner

DEFENSIVE PHILOSOPHY

TIPS FOR BLITZ TIMING, STEMMING, & DISGUISED

THE FOLLOWING ARE SOME HELPFUL TIPS IN TIMING, DISGUISE, AND
STEMMING:

QB QUIRKS

SOME QB'S HAVE LITTLE TRIGGER MANNERSIMS THEY DO BEFORE THE
SNAP WHICH CAN BE HELPFUL

TE LOCATION

TE OFF AND TO WHAT RECEIVER?
IS HE LOOKING FOR THE HEEL OF THE QB?

PLAY CLOCK

SOME TEAMS WILL RUN PLAY CLOCK DOWN VERY LOW. AS IT GETS UNDER
A CERTAIN POINT, THERE WILL BE NO CHANCE FOR AUDIBLE.

MOTION

MOTION IS A GREAT TIMER. MOTION USUALLY EXTENDS TO CERTAIN POINTS
BY WHO IS IN MOTION.

RB / TE = USUSALLY IN BOX / D-AREA

WR = USUALLY EXTENDED OUTSIDE THE CORE OR CAN TELL
BY WHEN THEY SLOW DOWN

FLIP IS SOMETIMES A TIP FOR Z IN MOTION.

CADENCE

GET A FEEL FOR OPPONENTS' CADENCE. USUSALLY WHEN THEY USE A
COLOR # / COLOR # IN THEIR CADENCE, THEY SAY IT TWICE (ONCE TO
EACH SIDE) AND THEN MAKE THE "HUT - HUT" CALLS. WE CAN TIME OFF
OF THIS.

GET A FEEL FOR QUICK COUNTS / FIRST SOUNDS BY THE OFFENSE'S BODY
LANGUAGE AND ANY CHANGES IN NORMAL ROUTINE.

DEFENSIVE PHILOSOPHY



FRONTS

- WE ARE A MULTIPLE FRONT DEFENSE.
- EACH FRONT CARRIES WITH IT PRIMARY-GAP RESPONSIBILITIES. GAPS ARE BASED ON MAN BLOCKING.
- WHEN COMBINATION BLOCKING SCHEMES OCCUR, THE GAP RESPONSIBILITIES ARE AFFECTED AND "REPLACEMENT" PRINCIPLES COME INTO PLAY. THAT MEANS THAT A PLAYER WILL "REPLACE" A TEAMMATE IN A GIVEN AREA DUE TO THE TYPE OF BLOCKING. IT IS A NATURAL ACTION AND THE IMPORTANCE LIES IN EACH PLAYER UNDERSTANDING THE EFFECT "REPLACEMENT" HAS ON HIS PLAY.
- THE COMBINATION BLOCKS USUALLY APPLY TO AN END AND INSIDE LINEBACKER, AN END AND AN OUTSIDE LINEBACKER, OR THE NOSE AND AN INSIDE LINEBACKER.
- THE PURPOSE IN HAVING FRONTS IS TO DESCRIBE TO EACH PLAYER THE MANNER IN WHICH HE SHOULD DEFEAT THE FIRST BLOCK. THIS LEADS DIRECTLY INTO THE SECOND PHASE IN A DOWN: PURSUIT. THE FRONT CALLED GIVES EVERYONE AN INITIAL PICTURE OF HIS GAP CONTROL THE BLOCKING SCHEME MAY ALTER GAP CONTROL THROUGH "REPLACEMENT".
- EACH PLAYER CAN INCREASE THE INTENSITY OF HIS PLAY BY DEVELOPING AN UNDERSTANDING OF HOW AND WHERE HE IS TO PURSUE TO THE BALL. PURSUIT IS A TEAM CONCEPT, WHICH IS THE REASON FOR GAP CONTROL AWARENESS.

OKIE FRONTS



GENERAL RULES of OKIE COVERAGE PACKAGE

OUR OKIE COVERAGE PACKAGE IS DESIGNED TO GIVE US ALIGNMENT AND ADJUSTMENT FLEXIBILITY. WE WANT TO BE ABLE TO ADJUST TO ANY FORMATION, MOTION, OR SHIFT THAT THE OFFENSE MIGHT GIVE US.

ANYTIME THE OFFENSE IS IN REGULAR OR ACE PERSONNEL (TWO WR'S IN GAME) THE CORNERS WILL MATCH AND ALIGN ON X AND Z. THEY WILL RUN WITH ANY MOTION BY A WR AND FLIP TO ANY SLOT FORMATION WITH THE FOLLOWING COVERAGES:

COVER 0	
COVER 1	
COVER 3	CORNERS ALIGN ON X AND Z AND
COVER 5	RUN WITH ALL MOTION WITH AN
COVER 7	ODD COVERAGE

STRONG SAFETY WILL ALIGN TO THE CLOSED SIDE (TE) AND THE FREE SAFETY WILL ALIGN TO THE OPEN SIDE OF THE FORMATION.

ANYTIME WE HAVE AN EVEN COVERAGE CALLED, THE CORNERS WILL ALIGN RIGHT AND LEFT AND BUMP ALL MOTION ACROSS THE FORMATION. THE STRONG SAFETY WILL ALIGN STRONG AND THE FREE SAFETY WILL ALIGN WEAK WITH ANY EVEN COVERAGE CALL.

COVER 2	
COVER 4	CORNERS ALIGN RIGHT AND LEFT AND
COVER 6	BUMP ALL MOTION ACROSS THE
COVER 8	FORMATION.
COMBO COVERAGES	

VERSES QUEEN (3WR), KINGS (3WR) AND FLUSH (4WR) THE CORNERS WILL ALWAYS ALIGN LEFT AND RIGHT.

OKIE GENERAL



GENERAL RULES of OKIE COVERAGE PACKAGE

A VARIETY OF COVERAGES ARE USED IN ORDER TO MEET THE VARIETY OF OFFENSIVE SCHEMES AND ALSO TO CAUSE SOME PROBLEMS FOR THE OFFENSE. THE MOST IMPORTANT POINTS TO REMEMBER ARE:

1. RESPONSIBILITIES
2. ADJUSTMENTS
3. BASIC READS AND RECOGNITION
4. TECHNIQUES

THE FIRST REQUIREMENT FOR GOOD COVERAGE IS THE RUN / PASS DECISION. THIS ALLOWS EVERYONE TO PLAY WHAT IS ACTUALLY HAPPENING. OFFENSIVE PLAY SELECTION IS INCREASINGLY SHOWING PASS ON WHAT USED TO BE A RUN DOWN, AND RUN ON WHAT USED TO BE A PASS DOWN. SOMEONE IN THE SECONDARY, DEPENDING ON THE COVERAGE, MUST MAKE A RUN/PASS CALL EVERY DOWN.

IN THE ZONE COVERAGES THE EMPHASIS IS ON TIMING THE QB, PATTERN RECOGNITION, RECEIVER RELATIONSHIP WHEN THE QB IS READY TO THROW, AND BREAKING ON THE ACTION OF THE QB.

IN THE MAN COVERAGES THE EMPHASIS IS ON THE TYPE OF COVERAGE. ADJUSTMENT AWARENESS IS CRITICAL PARTICULARLY WHEN THERE IS NO FREE SAFETY. AN APPRECIATION OF THE USAGE OF VARIOUS CALLS WITHIN THE COVERAGE IS AN IMPORTANT PART OF M/M COVERAGES.

OKIE GENERAL



**PANTHERS DEFENSE
1997 TRAINING CAMP**

**MTG #1
PG 19**

GENERAL RULES of OKIE COVERAGE PACKAGE

THERE ARE TWO METHODS USED BY OFFENSES IN READING COVERAGES:

1. PRE-SNAP LOOK OF THE DEFENSE
2. INITIAL MOVEMENT AFTER THE SNAP, MOSTLY BY THE SAFETIES, THEN CORNERS AND THEN LB'ERS.

CONCEALMENT OF COVERAGES FORCES THE OFFENSE TO READ THE COVERAGE AFTER THE SNAP. CONSISTANT COVERAGE DISGUISE IS AN IMPORTANT PART IN THE USE OF SEVERAL COVERAGES. IT ALSO HELPS TO ANTICIPATE PATTERN ADJUSTMENTS.

ANOTHER FACTOR THAT IS HELPFUL, IS TO KNOW AND UNDERSTAND RECEPTION AREAS. THESE GO BY TEAMS AND ACCORDING TO THE COVERAGE. IT HELPS AGAINST MULTIPLE FORMATION TEAMS THAT THROW THE BALL IN THE SAME AREAS FROM MANY SETS AND THE SAME COMBINATIONS OF RECEPTION AREAS GO TOGETHER. THE PATTERNS AND PEOPLE CHANGE BUT THERE ARE RECEIVERS WORKING THE SAME SPOTS. THIS IS A PART OF UNDERSTANDING A PERTICULAR TEAM'S PASS OFFENSE.

COVERAGE COLOR CODES

COVER 0	=	BLACK
COVER 1	=	ORANGE
COVER 2	=	GOLD
COVER 3	=	RED
COVER 4	=	GRAY
COVER 5	=	SILVER
COVER 6	=	WHITE
COVER 7	=	GREEN
COVER 8	=	BLUE

OKIE GENERAL



PANTHERS DEFENSE
1997 TRAINING CAMP

MTG #1
pg 21

PASSING ZONES

WE MUST BE ABLE TO COVER UNDERNEATH AND DEEP ZONES. THE AREAS CAN BEST BE COVERED IF THE DEFENDER WILL GET TO THE MIDDLE OF THE ZONE AND BREAK ON THE FOOTBALL ON THE QB'S RELEASE.

THE FOLLOWING ARE THE UNDERNEATH ZONES WE MUST COVER :

HOLE

THE HOLE IS AN AREA FROM OFFENSIVE TACKLE TO OFFENSIVE TACKLE
8 TO 16 YARDS DEEP

- SHORT HOLE - FROM LINE OF SCRIMMAGE TO 8 YARDS DEEP
- DEEP HOLE - FROM 16 YARDS TO 22 YARDS DEEP

HOOK

THE HOOK IS AN AREA OVER THE TIGHT END 8 TO 16 YARDS DEEP

- SHORT HOOK - FROM LINE OF SCRIMMAGE TO 8 YARDS DEEP
- DEEP HOOK - FROM 16 YARDS TO 22 YARDS DEEP

CURL

THE CURL IS AN AREA FROM THE INSIDE LEG OF THE WIDE RECEIVER TO THE OUTSIDE OF THE TIGHT END AREA IN A 4 UNDERNEATH COVERAGE.
INSIDE #2 IN A 5 UNDERNEATH COVERAGE

- SHORT CURL - FROM LINE OF SCRIMMAGE TO 8 YARDS DEEP
- DEEP CURL - FROM 16 YARDS TO 22 YARDS DEEP

FLAT

THE FLAT IS AN AREA FROM THE INSIDE LEG OF THE WIDE RECEIVER TO THE SIDELINE

- SHORT FLAT - FROM LINE OF SCRIMMAGE TO 8 YARDS DEEP
- DEEP FLAT - FROM 16 YARDS TO 22 YARDS DEEP
(7 ROUTE DEEP COMEBACK AREA)

THE WIDTH OF THE UNDERNEATH ZONES WILL VARY ACCORDING TO THE SPLIT OF THE RECEIVERS AND THE OFFENSIVE FORMATION (NUMBER OF RECEIVERS ALIGNED TO ONE SIDE).

OKIE GENERAL



PASSING ZONES

THE FOLLOWING ARE THE DEEP ZONES WE MUST COVER :

DEEP OUTSIDE 1/3

THE DEEP OUTSIDE 1/3 IS AN AREA FROM 5 YARDS OUTSIDE THE HASH TO THE SIDELINE EXTENDING FROM 16 YARDS DEEP TO THE END ZONE.

MIDDLE 1/3

THE MIDDLE 1/3 IS AN AREA FROM THE MIDDLE OF THE FIELD TO 5 YARDS OUTSIDE THE HASH EXTENDING FROM 16 YARDS DEEP TO THE END ZONE.

DEEP 1/2

THE DEEP 1/2 IS AN AREA FROM THE MIDDLE OF THE FIELD TO THE SIDELINE EXTENDING FROM 16 YARDS DEEP TO THE END ZONE.

THE POINTS OF AIM FOR DEFENDERS COVERING A DEEP ZONE ARE :

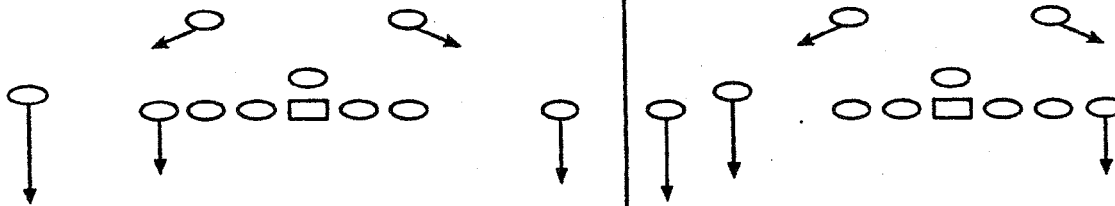
1. OUTSIDE 1/3 - 3 YARDS OUTSIDE OF THE NUMBERS
2. MIDDLE 1/3 - MIDDLE OF THE FIELD
3. DEEP 1/2 - 3 YARDS INSIDE OF THE NUMBERS

OKIE GENERAL

FIELD DIMENSIONS

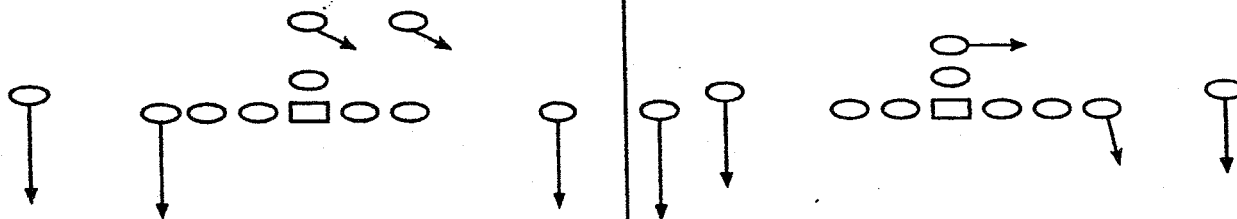


RECEIVER DISTRIBUTION



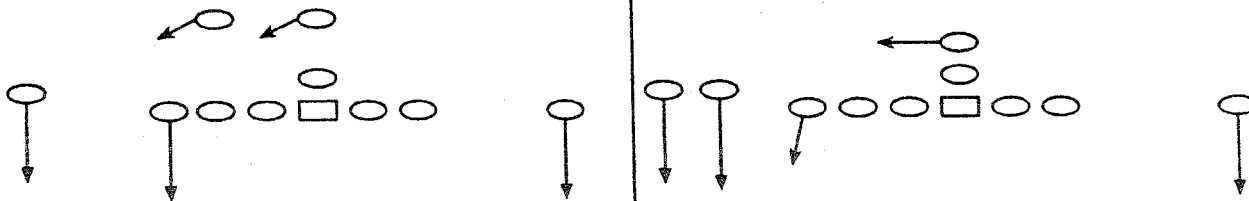
BASIC:

**3 Receivers Strong
2 Receivers Weak**



FLOOD WEAK:
"FLOOD"

**2 Receivers Strong
3 Receivers Weak**



FLOOD STRONG:
"FLOW"

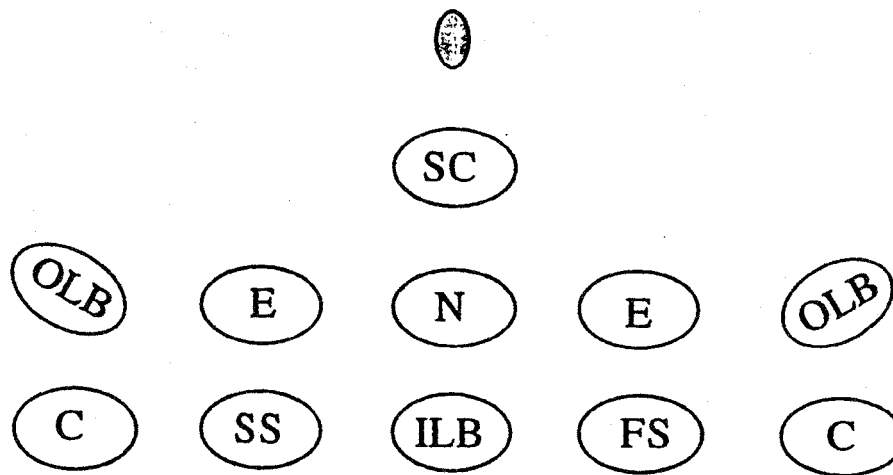
**4 Receivers Strong
1 Receivers Weak**

OKIE GENERAL



BASIC HUDDLE PROCEDURE & RESPONSIBILITIES

OKIE HUDDLE



FRONT ROW (LOB, LE, N, RE, ROB)

- NOSE - SET HUDDLE 2 YDS. FROM BALL
- FEET SHOULDER WIDTH AND PARALLEL
- HANDS ON KNEES AND EYES ON SIGNAL CALLER
- OUTSIDE BACKERS FACED IN AT 45 DEGREE

BACK ROW (LC, SS, MAC, FS, RC)

- HANDS ON HIPS OR AT SIDES
(DON'T LEAN ON PLAYER IN FRONT OF YOU)
- FEET SHOULDER WIDTH AND PARALLEL

SIGNAL CALLER (ILB)

- LINE UP FACING HUDDLE

DEFENSIVE PHILOSOPHY

BASIC HUDDLE PROCEDURE & RESPONSIBILITIES

FORMATION OF HUDDLE

1. FORM HUDDLE QUICKLY - DO NOT BE THE LAST MAN. ALWAYS BE ALERT FOR A QUICK HUDDLE BY THE OFFENSE.
2. STRONG SAFETY - STEP IN AND GIVE DOWN AND DISTANCE. (EXAMPLE: "2ND AND 8".) BE ALERT TO WHAT OFFENSIVE PERSONNEL ARE COMING ON FIELD.
3. SIGNAL CALLER - DOES THE TALKING. ALL OTHERS LISTEN! LOOK AT HIM. SIGNAL CALLER TALKS STRAIGHT OUT--NOT UP IN THE AIR OR DOWN AT THE GROUND. SEE EVERYONE.

PROCEDURE FOR CALLING THE DEFENSE

1. OUR DEFENSIVE CALL WILL CONSIST OF 2 TO 4 SEGMENTS
 - a. FRONT (WITH ALTERNATE PERSONNEL, SIGNAL CALLER WILL CALL PERSONNEL FIRST)
 - b. LINE TECHNIQUE
 - c. COVERAGE
 - d. ADDITIONAL EMPHASIS AND RESPONSIBILITY WITHIN BASIC COVERAGE

BREAKING THE HUDDLE

1. AFTER COMPLETING THE DEFENSIVE CALL, SIGNAL CALLER WILL SAY: "READY - BREAK". UNIT WILL CLAP HANDS ON "BREAK".
2. AFTER BREAK, FACE OFFENSIVE HUDDLE AND ALIGN IN APPROXIMATE POSITION FOR DEFENSE CALLED. BE LOOKING AT THE OFFENSE AS THEY BREAK THE HUDDLE.
3. FREE SAFETY WILL IDENTIFY THE OFFENSIVE PERSONNEL.
4. FREE SAFETY WILL RECOGNIZE AND CALL OUT THE OFFENSIVE STRENGTH: STRONG LT (LOU) OR STRONG RT (ROY).
5. WEAK CORNER WILL MAKE THE FORCE CALL TO THE WEAK SIDE OF THE FORMATION (ALSO INSIDE CORNER IN SLOT SETS).
6. BUCK WILL MAKE "CLOSED" OR "OPEN" CALL TO IDENTIFY LOCATION OF TE ONLY IF SIGNIFICANT.
7. MAC WILL MAKE "RIP" OR "LIZ" CALL TO INDICATE WHO IS RUSHING ONLY IF SIGNIFICANT.
8. FREE SAFETY WILL MAKE COVERAGE AND STRENGTH REMINDER (RED LT) MAKE ANY ADJUSTMENT CALLS (MOTION OR SHIFT).
9. STRONG SAFETY WILL WATCH OFFENSE BREAK HUDDLE AND MAKE THE FORCE CALL TO THE SIDE OF HIS ALIGNMENT.

DEFENSIVE PHILOSOPHY



BASIC HUDDLE PROCEDURE & RESPONSIBILITIES

EXAMPLE #1 TITE WILL 2

1. *TITE* DESCRIBES THE FRONT
2. *WILL* INDICATES THE RUSHER
3. *2* DESCRIBES THE COVERAGE

EXAMPLE #2 EAGLE WIDE FREEZE OPEN 23

1. *EAGLE WIDE FREEZE* INDICATES FRONT ALIGNMENTS & TECHNIQUE
2. *OPEN* INDICATES THE RUSHER
3. *23* DESCRIBES THE TYPE OF COVERAGE USED

DEFENSIVE PHILOSOPHY



DEFENSIVE CALLS & RESPONSIBILITIES

A. SIGNAL CALLER

- ONE LINEBACKER WILL BE DESIGNATED AS OUR DEFENSIVE SIGNAL CALLER.
- THE DEFENSIVE SIGNAL CALLER'S RESPONSIBILITY IS TO CALL OUR BASE DEFENSE (FRONT LINE) AND PASS COVERAGE

B. STRONG SAFETY

- RESPONSIBLE FOR DOWN AND DISTANCE REMINDER - MAKE SURE THAT THE TOTAL DEFENSIVE UNIT IS AWARE OF DEFENSIVE SITUATION

C. MAC - OPEN INSIDE LINEBACKER

- OPEN SIDE INSIDE LINEBACKER WILL MAKE "RIP" OR "LIZ" CALL TO DIRECT WHO IS RUSHING

D. OUTSIDE LINEBACKERS

- WILL ALWAYS ACKNOWLEDGE THE FORCE CALL TO YOUR SIDE
- MAKE "YOU / ME" CALL TO END TO LET HIM KNOW WHO HAS CONTAIN RUSH VERSUS PASS

E. BUCK - CLOSED SIDE INSIDE LINEBACKER

- LOCATION OF TIGHT END - CLOSED RIGHT/LEFT, OPEN RIGHT/LEFT
- ANY ALIGNMENT CHANGE OR STUNT CHANGE OF DEFENSIVE FRONT "CHECK IT".
- REPEAT LOU OR ROY CALL OR COVERAGE COLOR IF NEEDED
- RECOGNITION

F. DEFENSIVE SECONDARY

- FREE SAFETY MUST CALL STRENGTH OF FORMATION (ROY/LOU) AND ANY STRENGTH CHANGE
- STRONG SAFETY WILL CALL FORCE TO HIS ALIGNMENT
- WEAK CORNER OR INSIDE CORNER WILL CALL FORCE TO HIS ALIGNMENT.
- IN ADDITION TO OUR VERBAL COMMUNICATION WE WILL USE HAND SIGNALS
- OLB'ers SHOULD ECHO CALLS AND ACKNOWLEDGE THEY HAVE THE CALL
- FREE SAFETY WILL MAKE A COVERAGE & STRENGTH REMINDER (RED LT/RT)
- FREE SAFETY WILL MAKE ANY ADJUSTMENT CALLS TO CHANGE OF STRENGTH OR SHIFTING

DEFENSIVE PHILOSOPHY



DEFENSIVE CALLS & RESPONSIBILITIES

G. DEFENSIVE CHECK-OFFS

- a. RECOGNITION OF "EXOTIC" FORMATIONS AND ANY COVERAGE CHANGE ASSOCIATED WITH THOSE FORMATIONS ARE THE RESPONSIBILITY OF EVERYONE.
- b. LINEBACKERS AND DEEP BACKS - COMMUNICATE!
YOU MUST RELAY THE COVERAGE CHANGE BOTH BY AUDIBLE AND VISUAL SIGNALS. AS A SECONDARY, WE MUST MAKE CERTAIN THAT EVERYONE KNOWS THE DEFENSE WE WILL PLAY. ELIMINATE ANY POSSIBLE MENTAL ERROR BY TALKING TO EACH OTHER.
- c. INSIDE LINEBACKER WILL MAKE THE CALL TO CHANGE OUR FRONT STUNTS OR GAMES. THE CALL WILL BE MADE BY GIVING AN AUDIBLE SIGNAL - "CHECK IT" - TO ALERT OUR LINE AND LINEBACKERS TO THE CHANGE. REPEAT CALL TWICE.
- d. ALL CHANGES MUST OCCUR QUICKLY! THIS REQUIRES CONCENTRATION AND COMMUNICATION BY EVERYONE. REMEMBER, WE HAVE NO SECRETS ON DEFENSE.
- e. FREE SAFETY CALLS:
 - IF MOTION ACROSS FORMATION AND NO CHANGE OF STRENGTH - CALL "STAY LOU / ROY"
 - IF SHIFTING AND NO CHANGE OF STRENGTH - CALL "STAY LOU", "STAY LOU", OR "ROY".
 - IF SHIFTING AND CHANGE OF STRENGTH - FREE SAFETY CALL "CHECK IT LOU", "CHECK IT LOU", OR "CHECK IT ROY".
 - IF WE HAVE AN ODD COVERAGE CALLED, AND THE OFFENSE ALIGNS IN A SLOT SET, THEN CALL "RUN RT ROY" OR "RUN LT LOU" INDICATING TO THE CORNERS TO ALIGN TO RT OR LT.
- f. ANYTIME THE OFFENSE MOVES MORE THAN ONE PERSON OR SHIFTS, WE WILL CALL "SCRAMBLE-SCRAMBLE" AND RESET OUR DEFENSE.

DEFENSIVE PHILOSOPHY



DEFENSIVE COMMUNICATION

IN HUDDLE

- A. STRONG SAFETY = DOWN AND DISTANCE
- B. FREE SAFETY = OFFENSIVE PERSONNEL
- C. BUCK = DEFENSIVE SIGNAL

BEFORE SNAP

- A. FREE SAFETY = STRENGTH (LOU / ROY)
- B. BUCK = OPEN OR CLOSED/BACKFIELD SET
- C. MAC = RIP OR LIZ
- D. STRONG SAFETY = FORCE TO ALIGNMENT (HAND SIGNALS)
- E. WEAK CORNER = FORCE TO ALIGNMENT (HAND SIGNALS)
- F. OUTSIDE LBers = ACKNOWLEDGE FORCE
- G. FREE SAFETY = MOTION OR SHIFT
 - STAY LOU OR CHECK ROY
 - RUN LEFT LOU / RUN RIGHT ROY
 - SCRAMBLE / SCRAMBLE
- H. CORNERS = MINUS/PLUS WR SPLIT ("JELLY" CALL)
 - FORCE CALLS

AFTER SNAP

- A. DEFENSIVE TEAM = RUN/PASS CALL
- B. DEFENSIVE TEAM = PLAY (SCREEN / DRAW / BOOT)
- C. DB'S/LB'ERS = PASS ROUTES (IN / OUT / CROSS)

DEFENSIVE PHILOSOPHY



GENERAL OFFENSIVE TERMINOLOGY

NAMES OF OFFENSIVE POSITIONS

F	FULLBACK
H	HALFBACK
M	3RD TIGHT END IN GAME OR MOVE MAN
R	5TH WIDE RECEIVER IN GAME
U	2ND TIGHT END IN GAME
V	4TH WIDE RECEIVER IN GAME
W	3RD WIDE RECEIVER IN GAME
X	SPLIT END
Y	TIGHT END
Z	FLANKER

TYPES OF OFFENSIVE PERSONNEL AND FORMATIONS

ACE	2 TE (Y,U), 2 WR (Z,X), 1 RB (H OR F)
CLUBS	3 TE (Y,U,M), 1 RB (H OR F), 1 WR (X OR Z)
FLUSH	4 WR (X,Z,V,W), 1 RB (H OR F)
ROYAL	5 WR (X,Z,V,W,R)
STRAIGHT	4 WR (X,Z,V,W), 1 TE (Y)
JACKS	3 TE (Y,U,M), 2 RB (H & F)
KINGS	1 TE (Y), 3 WR (X,Z,W), 1 RB (H OR F)
REGULAR	1 TE (Y), 2 WR (X,Z), 2 RB (H,F)
QUEENS	3 WR (X,Z,W), 2 RB (H,F)
TENS	2 TE (Y,U), 2 RB (H,F), 1 WR (X OR Z)

GENERAL OFFENSIVE TERMINOLOGY



STRENGTH of FORMATION

(TO THE 2 QUICK RECEIVER SIDE)

PLIT LEFT 1 "Lou"	TWIN LEFT/H-CLOSE 2 "Lou"	TRIPS LEFT/F-WING 3 "Lou"
PLIT SLOT LEFT 4 "Lou"	TWIN SLOT LEFT/F-WING 5 "Lou"	TRIPS SLOT LEFT/H-CLOSE 6 "Lou"
WIN LEFT/H-CRACK 7 "Roy" Treat as Kings	TWIN LEFT/H-WIDE 8 "Roy" Treat as Kings	TWIN SLOT LEFT/H-WIDE 9 "Lou"
TRIPS LEFT/H-CRACK 10 "Lou"	TRIPS LEFT/H-WIDE 11 "Lou"	TRIPS SLOT LEFT/H-WIDE WEAK 12 "Lou"
SPLIT LEFT/Y WIDE 13 "Lou"	TRIPS LEFT/Y CRACK 14 "Lou"	SPLIT SLOT LEFT/Y WIDE 15 "Lou"
ACE LEFT 16 "Lou" Set to side of starting TE	ACE TRIPS SLOT LEFT/U-WIDE 17 "Lou"	ACE TRIPS SLOT LEFT 18 "Lou"
KINGS LEFT 19 "Lou"	KINGS TRIPS LEFT 20 "Lou"	KINGS TRIPS SPEED LEFT 21 "Lou"
QUEENS LEFT 22 "Lou"	I LEFT/Y-TREY-Q 23 "Lou" Set to side of Flanker	TWIN SLOT LEFT/H-WIDE/Z-DEUCE-F 24 "Lou"

OKIE GENERAL



STRENGTH of FORMATION versus MOTION		
1 SPLIT LEFT/Z-MOTION "Lou to Roy"	2 TWIN LEFT/H-3 "Lou"	3 TRIPS LEFT/P-2 "Lou"
4 SPLIT SLOT LEFT/Z-MOTION "Lou to Roy"	5 SPLIT SLOT LEFT/H-2 LONG "Lou"	6 SPLIT SLOT LEFT/P-3 "Lou"
7 I LEFT/Y-OFF/Y-MOTION "Lou to Roy"	8 TWIN LEFT/H-WIDE/Y-OFF, Y-3 "Roy stays Roy" Treat as Kings	9 TRIPS LEFT/H-WIDE/Z-MOTION "Lou to Roy"
10 SPLIT LEFT/Y OFF/ Y YOYO "Lou"	11 I LEFT/Y CRACK/Z MOTION "Lou to Roy"	12 NEAR SLOT LEFT/Y-WIDE/Z-MOTION "Lou to Roy"
13 ACE LEFT/Z-MOTION "Lou to Roy"	14 ACE LEFT/X-3 "Lou"	15 ACE TRIPS SLOT LEFT/X-MOTION "Lou to Roy"
16 ACE SLOT LEFT/Z-MOTION "Lou to Roy"	17 ACE SLOT RIGHT/U-WIDE/Z-MOTION "Roy to Lou"	18 ACE LEFT/Y-OFF/Y-MOTION "Lou to Roy"
19 KINGS LEFT/Z-MOTION "Lou to Roy"	20 KINGS LEFT/W-3 "Lou"	21 KINGS TRIPS SPEED LEFT/Z-2 "Lou"
22 QUEENS LEFT/Z-MOTION "Lou to Roy"	23 TENS I LEFT/Z-MOT. "Lou to Roy"	24 CLUBS LEFT/Z-MOTION "Lou to Roy"

OKIE GENERAL

REGULAR STRENGTH OF FORMATION

1. TO THE 2 QUICK RECEIVER SIDE (TE/WR SIDE IN 2 BACK PRO, SLOT SIDE IN ANY 2 BACK SLOT).
2. ANY SLOT (X&Z ON SAME SIDE) WILL ALWAYS BE THE STRENGTH SIDE IN REGULAR.
3. WHEN A WR IN MOTION CROSSES THE BALL, STRENGTH WILL ALWAYS BE TO THE SIDE HE IS GOING TO.
4. IN A REGULAR 1-BACK SET THE DISPLACED BACK IS TREATED AS THE 2ND TE IN ACE WHEN HE IS STILL WITHIN THE CORE (D-AREA) TO OPEN SIDE OR DISPLACED TO THE TE SIDE. (ACE ADJUSTMENT)
5. IN A REGULAR 1-BACK SET, IF THE BACK IS DISPLACED TO THE OPEN SIDE OUTSIDE THE D-AREA, HE IS TREATED AS A WR (KINGS) AND WE MAKE THE APPROPRIATE KINGS ADJUSTMENTS. THIS IS THE SAFETY'S DECISION.

PUT LEFT "Lou"	1 FAR SLOT LEFT/Z-MOTION "Lou to Roy"	2 TWIN LEFT/H-CLOSE "Lou"
WIN SLOT RIGHT/H-WIDE "Roy"	4 LEFT/Y-OFF/Y-MOTION "Lou to Roy"	5 TRIPS SLOT RIGHT/H-WIDE WEAK/Z-MOT. "Roy to Lou"
TWIN LEFT/H-CRACK "Roy" *Treat as Kings	7 TRIPS SLOT RIGHT/H-CLOSE/Z-MOTION "Roy to Lou"	9 NEAR RIGHT/H-2X "Roy"
TRIPS RIGHT/Y-OFF/H-WIDE/Y-2 "Roy stays Roy" *Ace Adjustment	10 TRIPS LEFT/F-WING/Z-MOTION "Lou to Roy"	11 TWIN RIGHT/H-CRACK/H-MOTION "Lou to Roy"

OKIE GENERAL



ACE STRENGTH OF FORMATION

1. ANY SLOT WILL ALWAYS BE THE STRONG SIDE IN ACE.
2. WHEN A WR IN MOTION CROSSES THE BALL, THE STRENGTH WILL ALWAYS BE TO THE SIDE HE IS GOING TO.
3. IF A TE IS ALIGNED IN THE BACKFIELD, HE IS TREATED AS A BACK AND WE MAKE REGULAR ADJUSTMENTS.
4. WHEN THE TE'S ARE ON OPOSITE SIDES OF TE BALL, IN A PRO TWIN SET - IN THE D-AREAS, ONE TE IS DESIGNATED AS THE STRENGTH TE (BY GAME PLAN)
5. IF ONE TE, IN A PRO TWIN SET, IS DISPLACED OUTSIDE THE OPEN SIDE D-AREA, HE WILL BE TREATED AS A WR (KINGS ADJUSTMENT) AND WE MAKE THE APPROPRIATE KINGS ADJUSTMENTS. THIS IS THE SAFETY'S DECISION.
6. WHEN BOTH TE'S ARE ON THE SAME SIDE, THEY ARE TREATED EQUALLY AND WE DO NOT CHANGE STRENGTH IF EITHER ONE GOES ACROSS THE BALL IN MOTION, (REGUARDLESS OF WHO THE DESIGNATED STRENGTH TE IS FOR THAT WEEK).

<p>ACE LEFT 1</p> <p>"Lou"</p>	<p>ACE SLOT LEFT/U-3 2</p> <p>"Lou"</p>	<p>ACE TRIPS SLOT RIGHT/X-MOTION 3</p> <p>"Roy to Lou"</p>
<p>ACE TRIPS RIGHT/U-2 4</p> <p>"Roy"</p>	<p>ACE TRIPS RIGHT/X-TITE/Z-MOTION 5</p> <p>"Roy to Lou"</p>	<p>ACE I LT/U-DEUCE/U-2 6</p> <p>"Lou"</p>
<p>ACE NEAR I SLOT RT/U-DEUCE/Z-MOTION 7</p> <p>"Roy to Lou"</p>	<p>ACE LEFT/ U-CRACK 8</p> <p>"Roy" TREAT AS KINGS</p>	<p>ACE TRIPS SLOT LEFT/Z-YOYO 9</p> <p>"Lou/Roy/Lou"</p>
<p>ACE TRIPS RT/Y-OFF U-WIDE OFF/Y-2 10</p> <p>"Roy"</p>	<p>ACE NEAR I LT/Y-OFF U-DUECE/Y-MOTION 11</p> <p>"Lou to Roy"</p>	<p>ACE LEFT/X-3 12</p> <p>"Lou"</p>

OKIE GENERAL

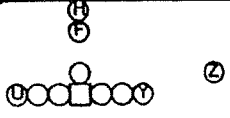
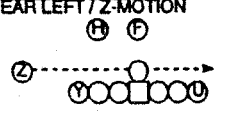
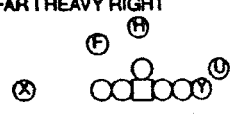
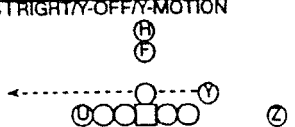
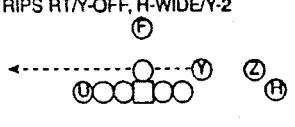
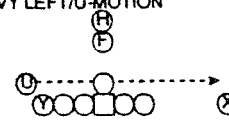
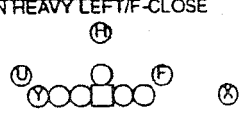
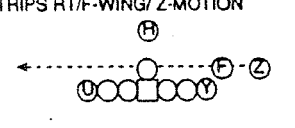
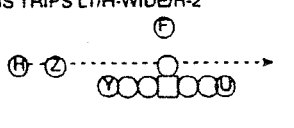
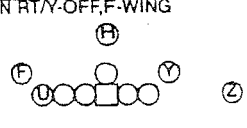
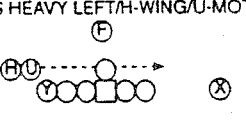
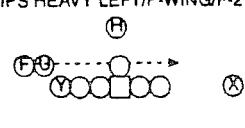
TENS

STRENGTH OF FORMATION

1. TE/WR IS THE STRENGTH 1ST AND FOREMOST.
2. IF WR GOES IN MOTION ACROSS THE BALL, THE STRENGTH WILL ALWAYS BE TO THE SIDE HE IS GOING TO.
3. IF 2 BACKS IN THE BACKFIELD, THE STRENGTH IS TO THE 2 RECEIVER SIDE. (TE/WR OF 2 TE ON SAME SIDE)
4. IF 1 BACK IN BACKFIELD:
 - *DISPLACED BACK IN CORE (D-AREA)*
STRENGTH IS TO TE/WR SIDE OR TO 2 TE SIDE
 - *DISPLACED BACK OUTSIDE THE CORE (D-AREA)*
DISPLACED BACK IS TREATED AS A WR AND WE MAKE APPROPRIATE ADJUSTMENTS (ACE).

NOTE:

BY GAME PLAN WE CAN TREAT A DISPLACED BACK IN THE CORE AS A 3RD TE IN CLUBS.

TENS TRIGHT 1  "Roy"	TENS NEAR LEFT / Z-MOTION 2  "Lou to Roy"	TENS FAR T HEAVY RIGHT 3  "Roy"
TENS TRIGHT / Y-OFF / Y-MOTION 4  "Roy to Lou"	TENS TRIPS RT / Y-OFF, H-WIDE / Y-2 5  "Roy"	TENS T HEAVY LEFT / U-MOTION 6  "Lou to Roy"
TENS TWIN HEAVY LEFT / F-CLOSE 7  "Lou"	TENS TRIPS RT / F-WING / Z-MOTION 8  "Roy to Lou"	TENS TRIPS LT / H-WIDE / H-2 9  "Lou"
TENS TWIN RT / Y-OFF, F-WING 10  "Roy"	TENS TRIPS HEAVY LEFT / H-WING / U-MOTION  "Lou to Roy"	TENS TRIPS HEAVY LEFT / F-WING / F-2  "Lou to Roy"

OKIE GENERAL



CLUBS STRENGTH OF FORMATION

1. 1-BACK IN THE BACKFIELD, THE STRENGTH IS TO THE TE/WR SIDE OR THE 3 TE SIDE. IF ANY OF THE 3 TE'S ON THE SAME SIDE MOTIONS ACROSS THE BALL, IT IS A CHANGE OF STRENGTH.
2. IF THE WR GOES IN MOTION ACROSS THE BALL, THE STRENGTH WILL ALWAYS BE TO WHERE HE IS GOING TO.
3. IF ANY OF THE 3 TE'S ALIGNS IN THE BACKFIELD, HE WILL BE TREATED AS A BACK AND WE MAKE TENS ADJUSTMENTS.

<p>CLUBS RIGHT 1</p> <p>"Roy"</p>	<p>CLUBS TRIPS LEFT 2</p> <p>"Lou"</p>	<p>CLUBS TRIPS HEAVY RIGHT 3</p> <p>"Roy"</p>
<p>CLUBS RIGHT/Z-MOTION 4</p> <p>"Roy to Lou"</p>	<p>CLUBS TRIPS RIGHT/M-2 5</p> <p>"Roy"</p>	<p>CLUBS TRIPS RIGHT/M-2 6</p> <p>"Lou"</p>
<p>CLUBS RIGHT/M-3 7</p> <p>"Roy"</p>	<p>CLUBS TRIPS RIGHT/Z-MOTION 8</p> <p>"Roy to Lou"</p>	<p>CLUBS NEAR HEAVY LEFT/M-DEUCE/U-MOT 9</p> <p>"Lou to Roy"</p>
<p>CLUBS RIGHT/Y-OFF/Y-MOTION 10</p> <p>"Roy to Lou"</p>	<p>CLUBS RIGHT/U-WIDE, M-CRACK 11</p> <p>"Lou"</p>	<p>CLUBS RIGHT/Y-OFF/Y-MOTION 12</p> <p>"Roy to Lou"</p>

*Treat M as WR

(ANY TE GOING ACROSS WOULD CHANGE STRENGTH IN THIS FORMATION)

OKIE GENERAL



PANTHERS DEFENSE
1997 TRAINING CAMP

MTG #1
PG 39

KINGS / QUEENS / FLUSH STRENGTH OF FORMATION

KINGS/QUEENS - STRENGTH OF FORMATION

THE STRONG SIDE IS THE SIDE ON WHICH AT LEAST 2 OF THE 3 WR'S ARE ALIGNED BEFORE THE SNAP.

FLUSH- STRENGTH OF FORMATION

1. IN A FLUSH TWIN, THE STRENGTH WILL BE DETERMINED BY A DESIGNATED WR (JERSEY #).
2. IN A FLUSH TRIPS, THE STRENGTH IS TO THE TRIPS. IF ANY OF THE WR'S IN TRIPS MOTION ACROSS THE BALL, THE STRENGTH DOES NOT CHANGE, ALL 3 RECEIVERS IN A TRIPS ARE TREATED EQUALLY.

NOTE:

IN KINGS/FLUSH THE STRENGTH CAN BE INFLUENCED BY AN OFFSET BACK IN A TWIN SET IN CERTAIN COVERAGES BY GAME PLAN.

<p>KINGS RIGHT 1</p> <p>"Roy"</p>	<p>KINGS TRIPS RIGHT 2</p> <p>"Roy"</p>	<p>KINGS TRIPS SPEED LT/W-2 3</p> <p>"Lou-Stays Lou"</p>
<p>KINGS LEFT/Z-MOTION 4</p> <p>"Lou to Roy"</p>	<p>KINGS LEFT/Y-OFF/Y-3 5</p> <p>"Lou"</p>	<p>KINGS TRIPS RIGHT/Z-MOTION 6</p> <p>"Roy to Lou"</p>
<p>QUEENS RIGHT 7</p> <p>"Roy"</p>	<p>QUEENS LEFT/Z-MOTION 8</p> <p>"Lou to Roy"</p>	<p>QUEENS TWIN LEFT/H-CRACK/Z-MOTION 9</p> <p>"Lou to Roy"</p>
<p>FLUSH LEFT 10</p> <p>"Lou"</p>	<p>FLUSH RIGHT/Z-MOTION 11</p> <p>"Roy to Lou"</p>	<p>FLUSH TRIPS RIGHT/V-2 12</p> <p>"Roy stays Roy"</p>

OKIE GENERAL


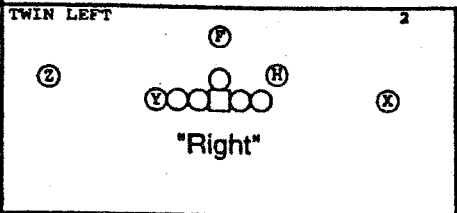
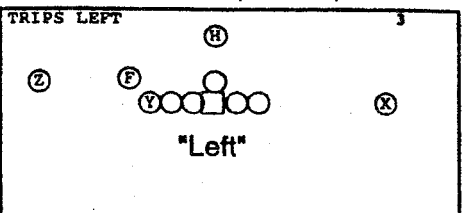

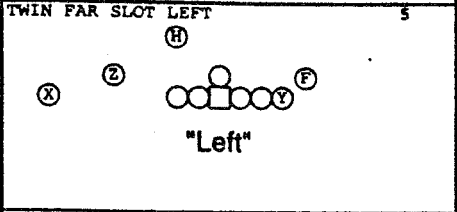
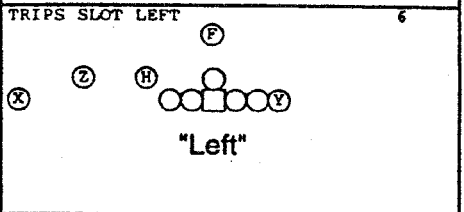

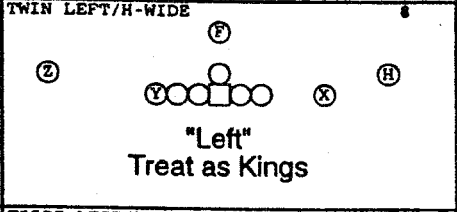
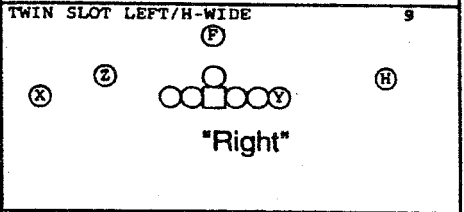
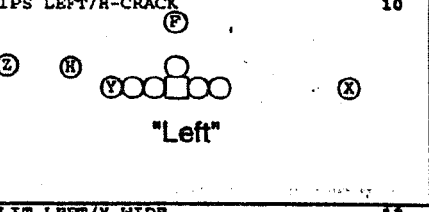
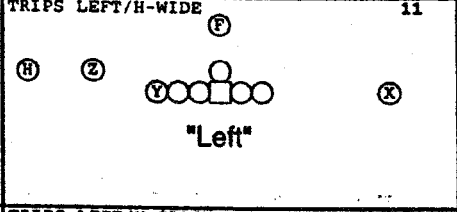
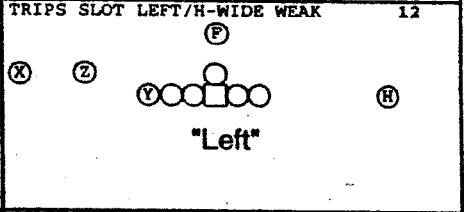
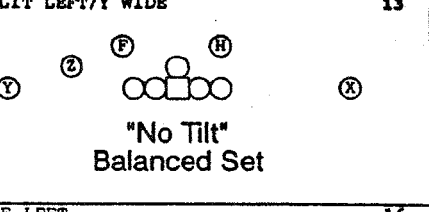
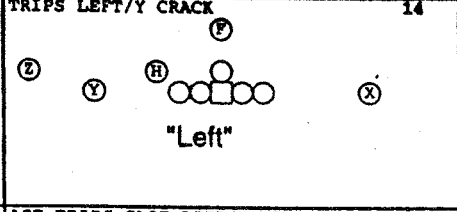
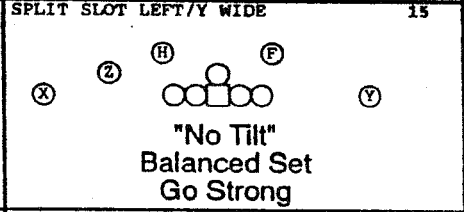
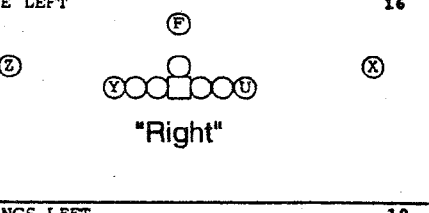
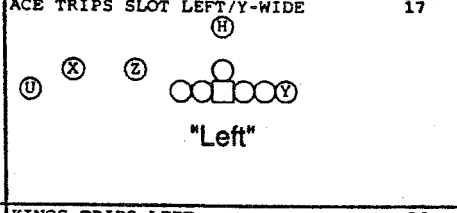
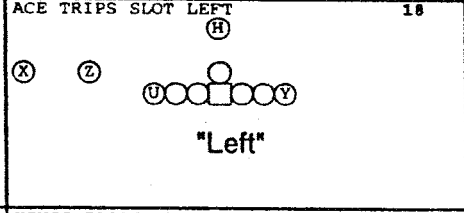
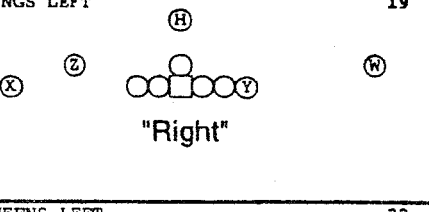
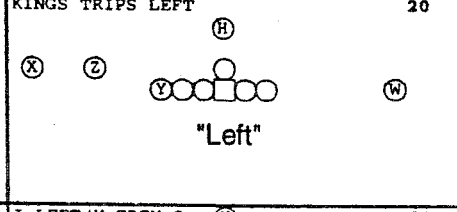
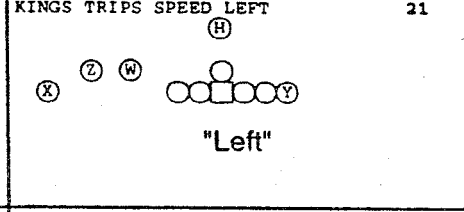
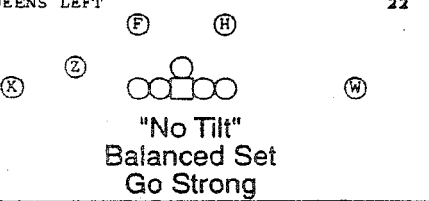
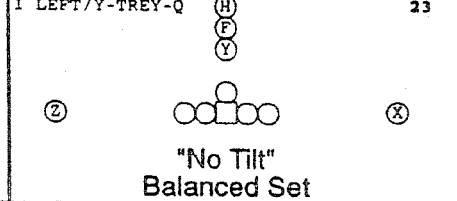
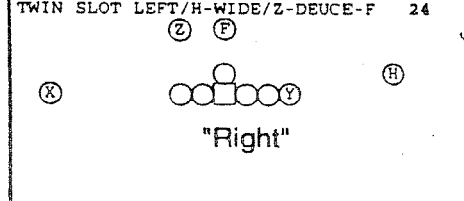


WR ALIGNED IN BACKFIELD STRENGTH OF FORMATION

1. THE WR IN BACKFIELD IS COUNTED TO THE SIDE TO WHICH HE IS OFFSET.
2. IF THE WR IN BACKFIELD IS AT HOME, HE IS COUNTED TO THE OPEN SIDE (SLOT).

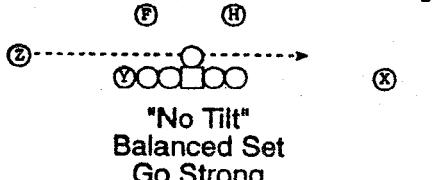
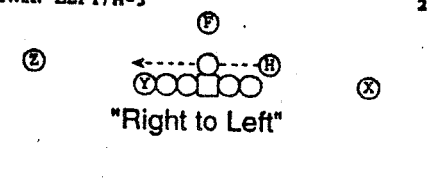
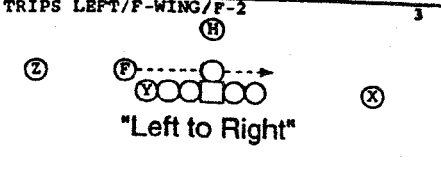
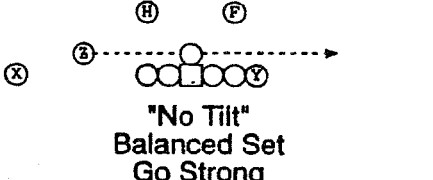
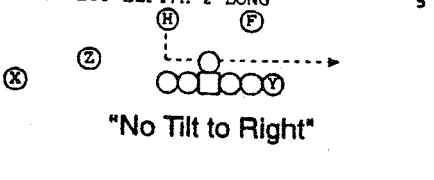
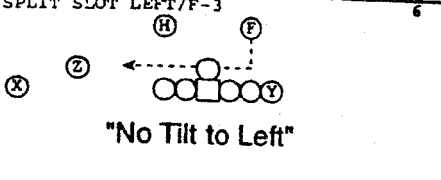
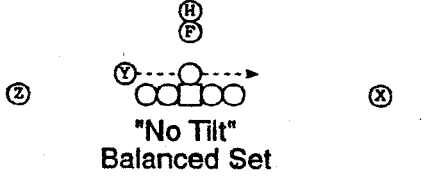
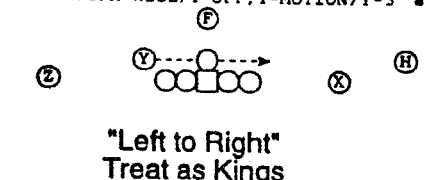
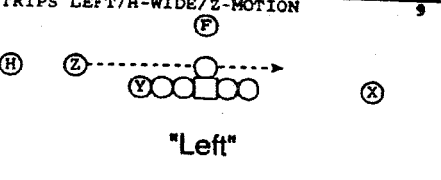

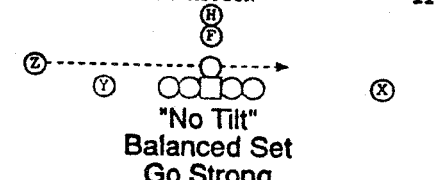
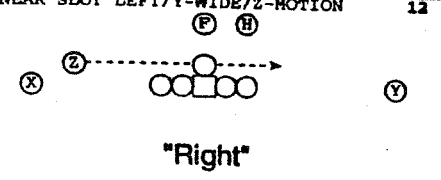
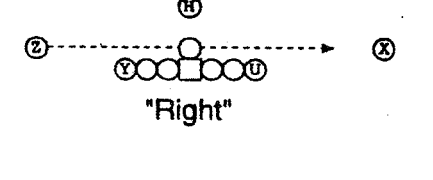
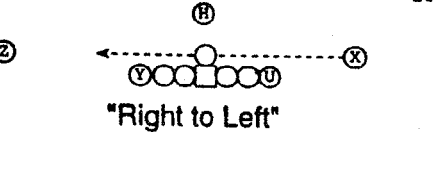
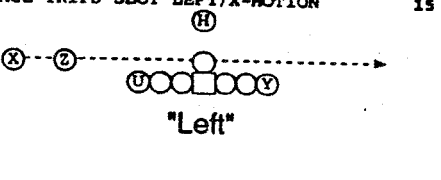
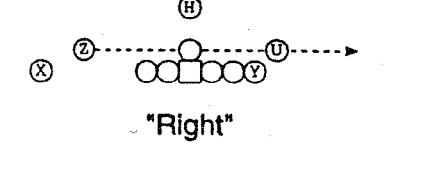
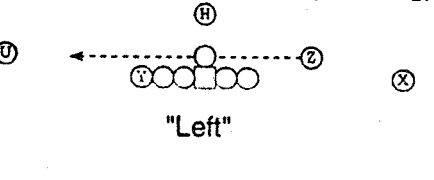
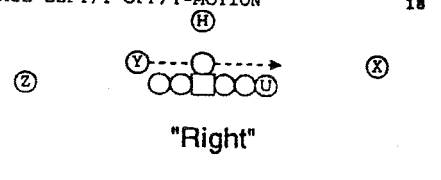
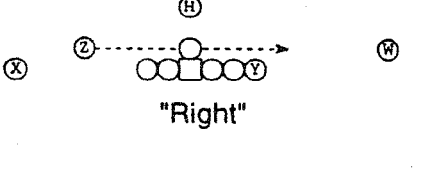
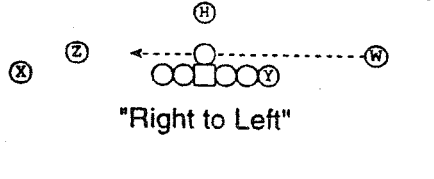
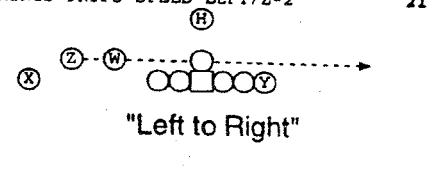
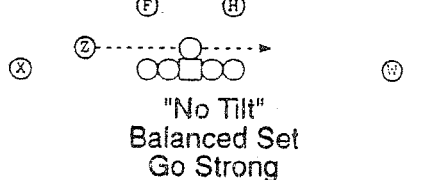
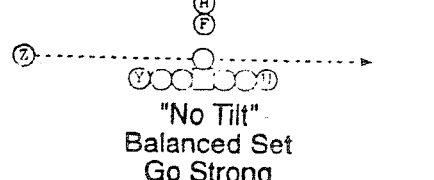
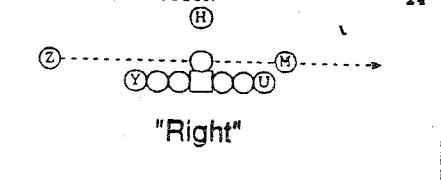
<p>SPLIT SLOT RIGHT/Z-TREY-Q/Z-MOTION 1</p> <p>"Roy to Lou"</p>	<p>FAR LEFT/Z-TREY-N/Z-MOTION 2</p> <p>"Lou to Roy"</p>	<p>NEAR SLOT RT/Z-TREY-F/Z-MOTION 3</p> <p>"Roy to Lou"</p>
<p>ACE RIGHT/X-DEUCE-F/X-OUT 4</p> <p>"Roy"</p>	<p>ACE TRIPS SLOT RT/Z-DEUCE-Q/Z-MOT 5</p> <p>"Roy To Lou"</p>	<p>TRIPS SLOT RT/H-CRACK/Z-DEUCE-F/Z-2 6</p> <p>"Roy"</p> <p>* Treat H as a WR (Kings) *</p>
<p>ACE RIGHT/Z-DEUCE-N/Z-OUT 7</p> <p>"Roy"</p>	<p>LEFT/Y-TREY-Q/Y-OUT 8</p> <p>"Lou"</p>	<p>FLUSH FAR RIGHT/Z-DEUCE-N 9</p> <p>"Roy"</p>
<p>KINGS LEFT/Z-DEUCE-F/Z-MOTION 10</p> <p>"Lou to Roy"</p>	<p>KINGS TRIPS LEFT/Z-DEUCE-N 11</p> <p>"Lou"</p>	<p>FLUSH TRIPS LEFT/V-DEUCE-N/V-2 12</p> <p>"Lou"</p>

OKIE GENERAL

TILT OF SET	2 BACKSETS: FAR/NEAR = TO THE BACKS I / SPLIT = TO STRENGTH	1 BACKSETS: TWIN = TILT IS TO OFFSET BACK / WEAKSIDE TRIPS = TILT IS STRONG (TO TRIPS)
LIT LEFT 1 	TWIN LEFT 2 	TRIPS LEFT 3 
LIT SLOT LEFT 4 	TWIN FAR SLOT LEFT 5 	TRIPS SLOT LEFT 6 
IN LEFT/H-CRACK 7 	TWIN LEFT/H-WIDE 8 	TWIN SLOT LEFT/H-WIDE 9 
IPS LEFT/H-CRACK 10 	TRIPS LEFT/H-WIDE 11 	TRIPS SLOT LEFT/H-WIDE WEAK 12 
LIT LEFT/Y WIDE 13 	TRIPS LEFT/Y CRACK 14 	SPLIT SLOT LEFT/Y WIDE 15 
DE LEFT 16 	ACE TRIPS SLOT LEFT/Y-WIDE 17 	ACE TRIPS SLOT LEFT 18 
KINGS LEFT 19 	KINGS TRIPS LEFT 20 	KINGS TRIPS SPEED LEFT 21 
QUEENS LEFT 22 	I LEFT/Y-TREY-Q 23 	TWIN SLOT LEFT/H-WIDE/Z-DEUCE-F 24 

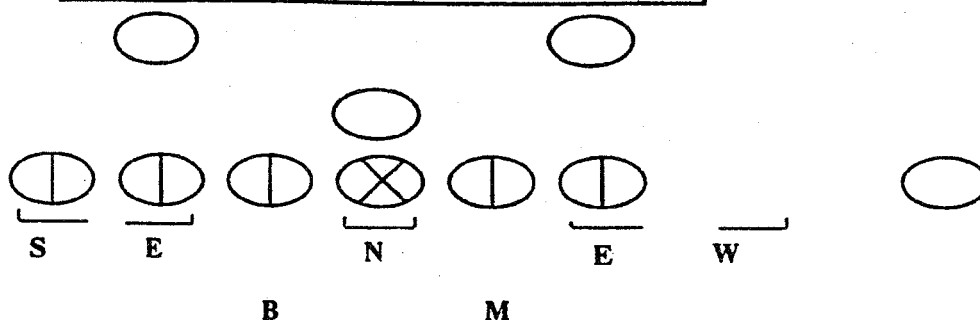
OKIE GENERAL



TILT OF SET versus MOTION	2 BACK SETS: FAHNEAR = TO THE BACKS I / SPLIT = TO STRENGTH	1 BACK SETS: TWIN = TILT IS TO OFFSET BACK/WEAKSIDE TRIPS = TILT IS STRONG (TO TRIPS)
SPLIT LEFT/Z-MOTION  "No Tilt" Balanced Set Go Strong	TWIN LEFT/H-3  "Right to Left"	TRIPS LEFT/F-WING/F-2  "Left to Right"
SPLIT SLOT LEFT/Z-MOTION  "No Tilt" Balanced Set Go Strong	SPLIT SLOT LEFT/H-2 LONG  "No Tilt to Right"	SPLIT SLOT LEFT/F-3  "No Tilt to Left"
I LEFT/Y-OFF/Y-MOTION  "No Tilt" Balanced Set	TWIN LEFT/H-WIDE/Y-OFF, Y-MOTION/Y-3  "Left to Right" Treat as Kings	TRIPS LEFT/H-WIDE/Z-MOTION  "Left"
SPLIT LEFT/Y OFF/ Y YOYO  "No Tilt" Balanced Set Go Strong	I LEFT/Y CRACK/Z MOTION  "No Tilt" Balanced Set Go Strong	NEAR SLOT LEFT/Y-WIDE/Z-MOTION  "Right"
ACE LEFT/Z-MOTION  "Right"	ACE LEFT/X-3  "Right to Left"	ACE TRIPS SLOT LEFT/X-MOTION  "Left"
ACE SLOT LEFT/Z-MOTION  "Right"	ACE SLOT RIGHT/U-WIDE/Z-MOTION  "Left"	ACE LEFT/Y-OFF/Y-MOTION  "Right"
KINGS LEFT/Z-MOTION  "Right"	KINGS LEFT/W-3  "Right to Left"	KINGS TRIPS SPEED LEFT/Z-2  "Left to Right"
QUEENS LEFT/Z-MOTION  "No Tilt" Balanced Set Go Strong	TENS I LEFT/Z-MOTION  "No Tilt" Balanced Set Go Strong	CLUBS LEFT/Z-MOTION  "Right"

OKIE GENERAL

TITLE

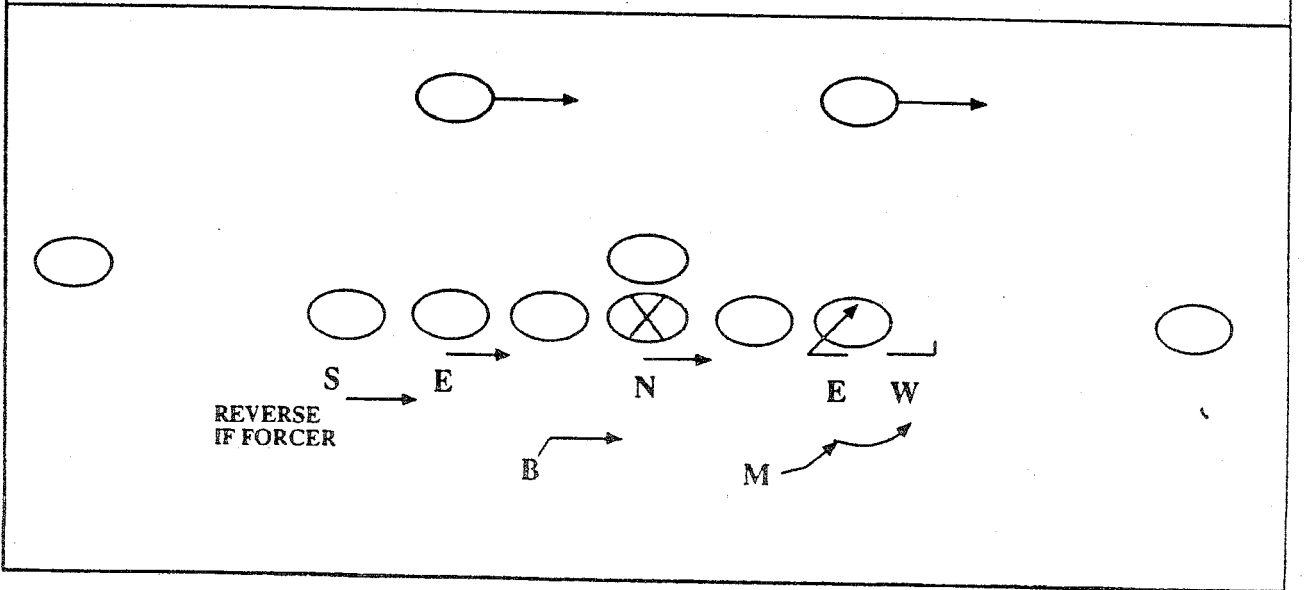
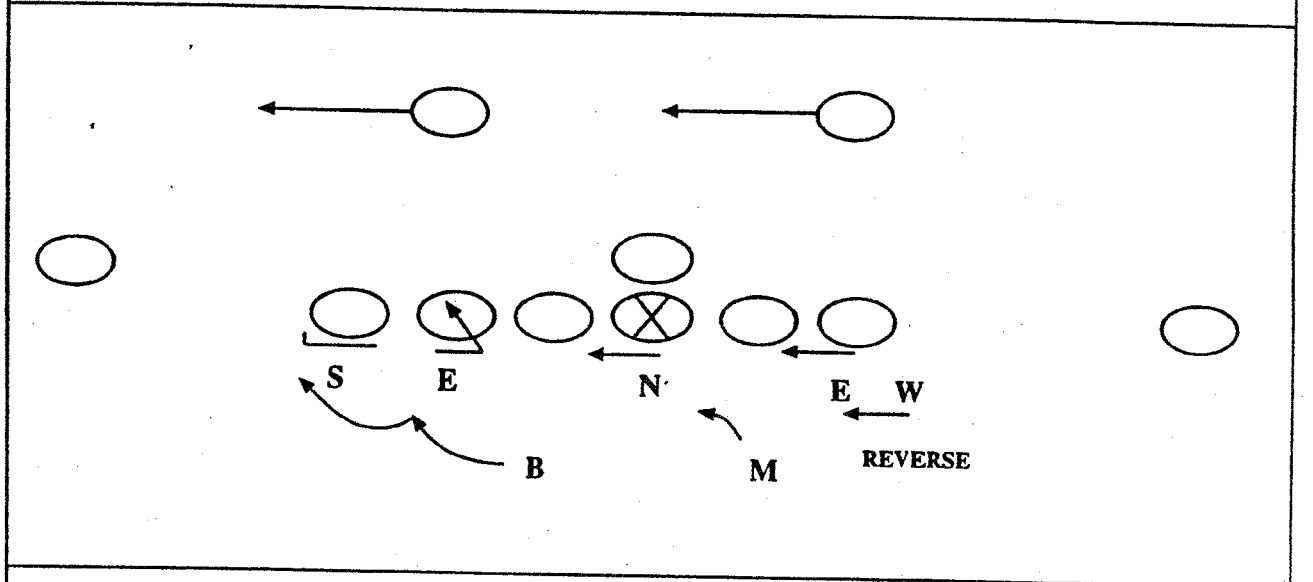
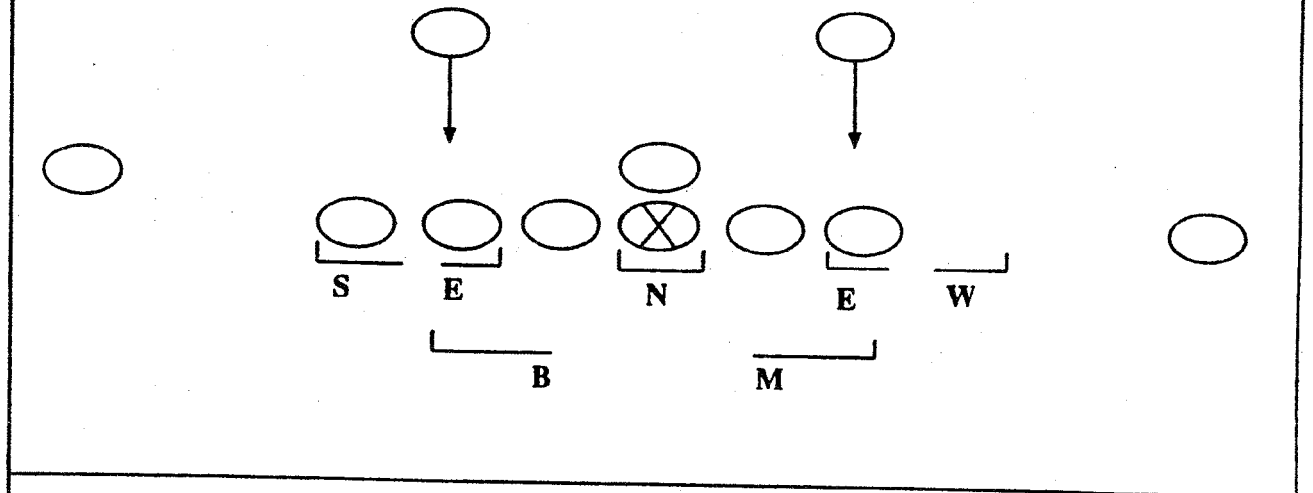


POSITION	TECHNIQUES & ALIGNMENTS	KEYS	RESPONSIBILITIES
SAM	<ol style="list-style-type: none"> 6 OR 9 6 - SHADE 9 - FOOT 	TRIANGLE <ol style="list-style-type: none"> TE NEAR BACK ON LINEMAN 	<ol style="list-style-type: none"> D-GAP OR FORCE FLOW TO: PLUG OR FORCE FLOW AWAY: BACKSIDE C-GAP REVERSE IF FORCE
CLOSED END	<ol style="list-style-type: none"> 4 TECHNIQUE HEAD-UP OFFENSIVE TACKLE 	<ol style="list-style-type: none"> GUARD FLOW 	<ol style="list-style-type: none"> B-GAP, WORK INSIDE OUT ON FLOW TO YOU. PURSUE ON FLOW AWAY PASS RUSH.
BUCK	<ol style="list-style-type: none"> SCRAPE HEAD ON 3 - 4 1/2 YDS. DEEP 	TRIANGLE <ol style="list-style-type: none"> BACK GUARD 	<ol style="list-style-type: none"> C GAP FLOW TO: C GAP TO PURSUIT FLOW AWAY: PURSUIT-KNOW CUTBACK THREAT - BACKSIDE A
NOSE	<ol style="list-style-type: none"> 0 TECHNIQUE HEAD UP ON CENTER 	<ol style="list-style-type: none"> CENTER VISION TO GUARDS FLOW 	<ol style="list-style-type: none"> FLOW SIDE A-GAP ON THE LOS PASS RUSH IN QB FACE AWAY FROM 4TH RUSHER
MAC	<ol style="list-style-type: none"> SCRAPE HEAD ON 3 - 4 1/2 YDS. DEEP 	TRIANGLE <ol style="list-style-type: none"> BACK GUARD-FLOW 	<ol style="list-style-type: none"> C GAP FLOW TO: C GAP TO PURSUIT FLOW AWAY: PURSUIT - KNOW CUTBACK THREAT-BACKSIDE A
OPEN END	<ol style="list-style-type: none"> 4 TECHNIQUE HEAD-UP ON OFFENSIVE TACKLE 	<ol style="list-style-type: none"> GUARD FLOW 	<ol style="list-style-type: none"> B-GAP, WORK INSIDE OUT ON FLOW TO YOU. PURSUE ON FLOW AWAY PASS RUSH.
WILL	<ol style="list-style-type: none"> 6 OR 9 6 - SHADE 9 - FOOT 	TRIANGLE <ol style="list-style-type: none"> TE NEAR BACK ON LINEMAN 	<ol style="list-style-type: none"> D-GAP OR FORCE FLOW TO: PLUG OR FORCE FLOW AWAY: BACKSIDE C-GAP REVERSE IF BACKER

OKIE FRONTS



TITE

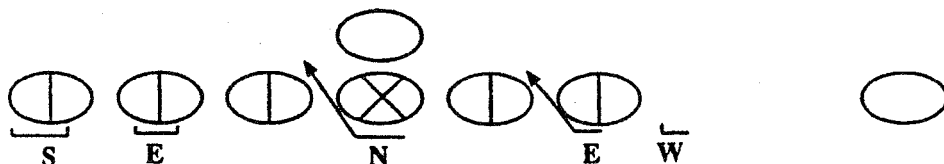


OKIE FRONTS

WEAK SLANT

(ALSO ALL VARIATIONS)

"RIP"



NOTE:
NEED "RIP / LIZ" CALL FROM ILB

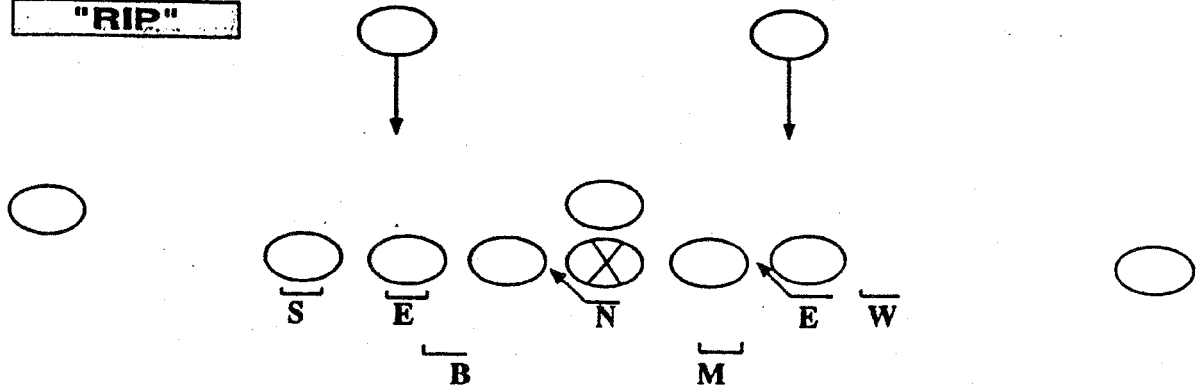
POSITION	TECHNIQUES & ALIGNMENTS	KEYS	RESPONSIBILITIES
STRONG OLB	<ol style="list-style-type: none"> 6 OR 9 6 - SHADE 9 - FOOT 	TRIANGLE <ol style="list-style-type: none"> TE NEAR BACK ONSIDE OFFSIDE 	<ol style="list-style-type: none"> D-GAP OR FORCE FLOW TO : PLUG OR FORCE FLOW AWAY : BACKSIDE-GAP REVERSE IF FORCE
STRONG END	<ol style="list-style-type: none"> 5 TECHNIQUE HEAD-UP ON TACKLE POSSIBLE WIDE 5 BY GAME PLAN 	<ol style="list-style-type: none"> TACKLE VISION TO TE FLOW 	<ol style="list-style-type: none"> C-GAP, BLOCKER LEVERAGE ON FLOW TO YOUR SIDE B-GAP ON FLOW AWAY CONTAIN ON PASS
STRONG ILB	<ol style="list-style-type: none"> SPLIT HEAD-UP ON TACKLE POSSIBLE WIDE 5 BY GAME PLAN 	TRIANGLE <ol style="list-style-type: none"> BACK GUARD-FLOW 	<ol style="list-style-type: none"> B-GAP FLOW TO : B-GAP TO PURSUIT FLOW AWAY : PURSUIT - KNOW CUTBACK THREAT OPPOSITE A GAP
NOSE	<ol style="list-style-type: none"> SLANT TECHNIQUE AWAY FROM CALL HEAD-UP ON CENTER 	<ol style="list-style-type: none"> BALL GUARD 	<ol style="list-style-type: none"> A-GAP AWAY FROM CALL. WORK INSIDE-OUT ON FLOW TO YOU. PRESSURE LANE ON PASS
WEAK ILB	<ol style="list-style-type: none"> SCRAPE ON GUARD 3 TO 4 1/2 YDS DEEP 	TRIANGLE <ol style="list-style-type: none"> BACK GUARD-FLOW 	<ol style="list-style-type: none"> C OR D-GAP BY OLB TECHNIQUE FLOW TO: C OR D-GAP TO PURSUIT FLOW AWAY: PURSUIT - KNOW CUTBACK. THREAT - BACKSIDE A-GAP
WEAK END	<ol style="list-style-type: none"> SLANT-INSIDE HEAD-UP ON TACKLE 	<ol style="list-style-type: none"> BALL GUARD 	<ol style="list-style-type: none"> B-GAP, WORK INSIDE-OUT ON FLOW TO YOU. PURSUE ON FLOW AWAY PRESSURE LANE ON PASS
WEAK OLB	<ol style="list-style-type: none"> 6 OR 9 6 - SHADE 9-FOOT 	TRIANGLE <ol style="list-style-type: none"> NEAR BACK ONSIDE OFFSIDE 	<ol style="list-style-type: none"> C-GAP OR D-GAP FLOW TO: PLUG OR SPILL FLOW AWAY: BACKSIDE C-GAP REVERSE IF FORCE

OKIE FRONTS

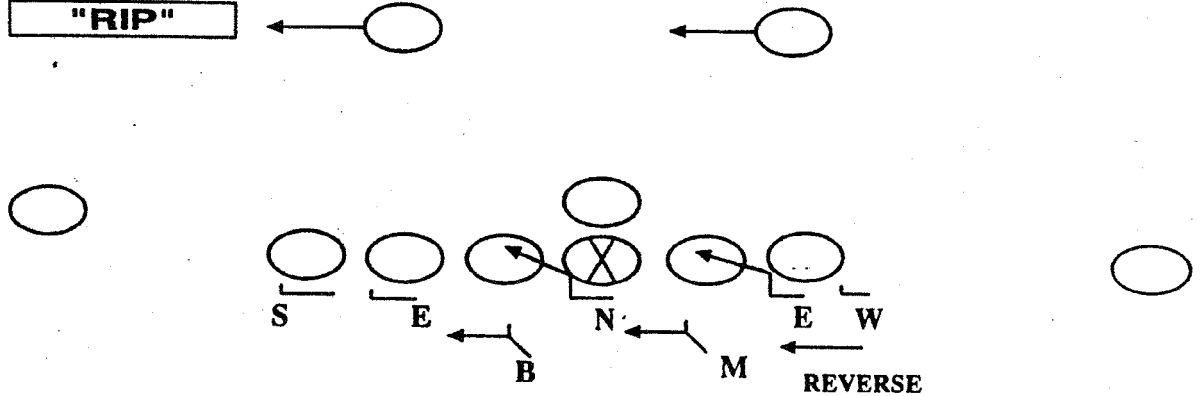


WEAK SLANT

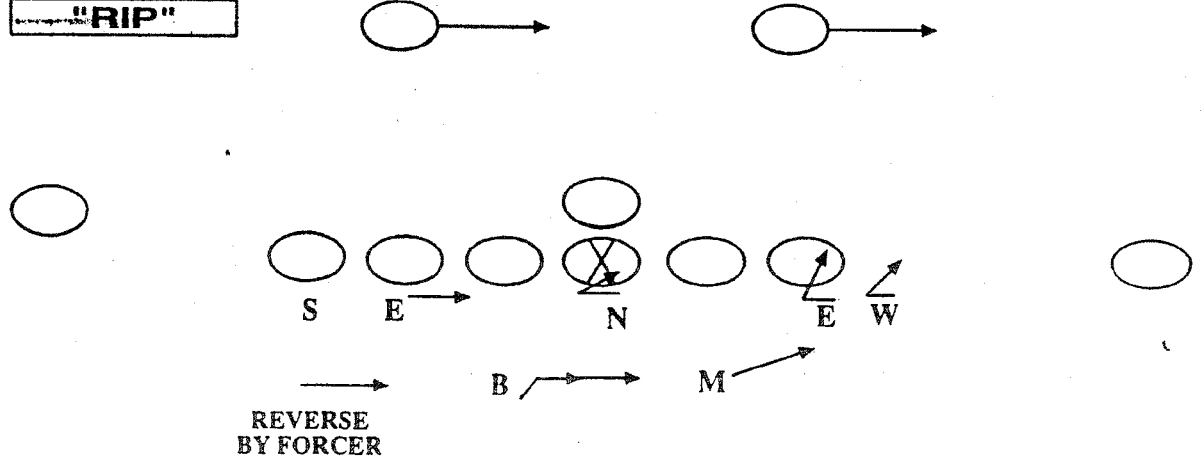
"RIP"



"RIP"



"RIP"



OKIE FRONTS

WILL 2

A DOUBLE ROTATED ZONE WITH 2 DEEP AND 5 UNDER EMPLOYING A TIGHT COVERAGE ON RECEIVERS IN EACH ZONE BASED ON A READ OF ROUTE PROGRESSION. CORNERS WILL ALIGN RT/LT AND BUMP ALL MOTION. SAFETIES WILL ALIGN STRONG AND WEAK.

SAM

WILL EXECUTE A BUSTER TECHNIQUE AS HE DROPS THRU THE CURL AREA. ANY CORE RECEIVER THAT ATTEMPTS TO CROSS HIS FACE TO THE FLAT HE WILL MATCH UP ON. VERSUS SLOT SET ALIGN ON #2 STRONG AND EXECUTE BUSTER TECHNIQUE. ALERT FOR FLOOD RULES WHEN DISPLACED AND #3 AT HOME/AWAY.

STRONG INSIDE BACKER

OPEN TO STRONG HOOK AND WALL OFF #2 AND #3. CARRY ANY VERTICAL ROUTE. (MIDDLE READ TECHNIQUE) ALERT FOR FLOOD RULES WHEN SAM IS DISPLACED AND #3 AT HOME /AWAY.

WEAK INSIDE BACKER

OPEN TO WEAK HOOK AND PLAY VERTICAL HOOK TECHNIQUE. BE PREPARED TO CARRY VERTICAL ROUTE UNTIL YOU GET CHINA. DO NOT GET WIDTH TO A BACKSIDE TIGHT FORMATION UNLESS #2 WEAK RELEASES TO THE FLAT ("JELLY"). ALERT FOR FLOOD RULES WHEN SAM IS DISPLACED AND #3 AT HOME OR AWAY.

WILL

CONTAIN RUSH VERSUS PASS. PLUG VERSUS RUN. ALERT FOR "CHANGE BACKER" CALL VERSUS ANY WEAKSIDE TIGHT FORMATION WITHOUT A NEAR BACK = BACKER / CURL-FLAT.

STRONG CORNER

ALIGN LT/RT AND BUMP ALL MOTION. ALWAYS ALIGNED ON #1 RECEIVER TO YOUR SIDE. EXECUTE SINK TECHNIQUE ON THE #1 RECEIVER TO YOUR SIDE. IF #1 RELEASES OUTSIDE YOU CAN ROLL WITH HIM BUT GET VISION BACK INSIDE FOR POTENTIAL 7 CUT.

1-2 COMBINATION = PLAY 2 ROUTE
3-6 COMBINATION = PLAY 6 ROUTE
9-7 COMBINATION = PLAY 7 ROUTE

STRONG SAFETY

ALIGN STRONG AND PLAY TIGHT 1/2 TECHNIQUE. KEY INSIDE FOR POTENTIAL VERTICAL ROUTE FROM #2 OR #3 STRONG. HOLD ON POINT 3 YARDS INSIDE NUMBERS WITH ANY VERTICAL THREAT. (ALWAYS CHECK #1 RECEIVER FIRST)

FREE SAFETY

ALIGN WEAK AND PLAY NORMAL HALF TECHNIQUE. KEY INSIDE TO #2 WEAK FOR POTENTIAL VERTICAL ROUTE. IF NO VERTICAL THREAT, THEN EXPAND TO #1 RECEIVER. (ALWAYS CHECK #1 RECEIVER FIRST.)

WEAK CORNER

ALIGN RT/LT AND BUMP ALL MOTION. ALWAYS ALIGN ON #1 RECEIVER TO YOUR SIDE. EXECUTE A SQUAT TECHNIQUE. COLLISION #1 RECEIVER AND CUSHION OFF WITH HIM KEEPING VISION INSIDE ON #2. IF #2 RELEASES TO THE FLAT, YOU MUST HOLD OFF THE UPFIELD ROUTES BEFORE BREAKING UP ON FLAT.

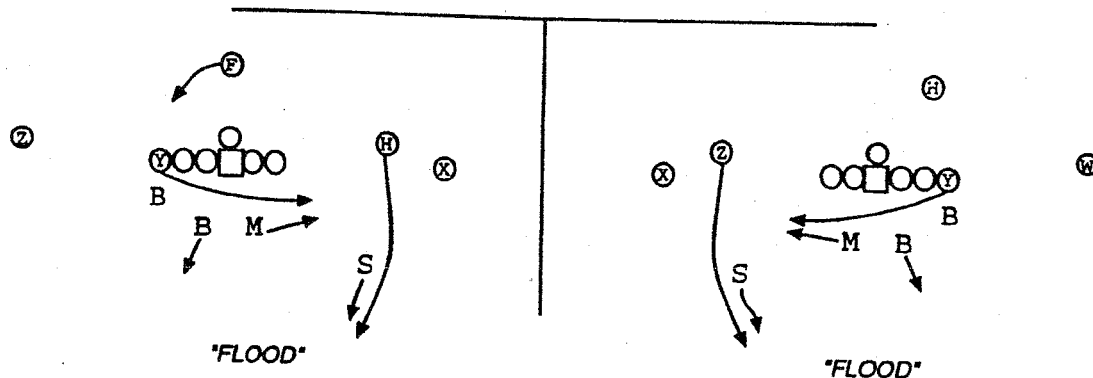
"CHANGE BACKER" = SPILL / CONTAIN RUSH VERSUS ANY TIGHT FORMATION WITHOUT AN OFFSET BACK



WILL 2

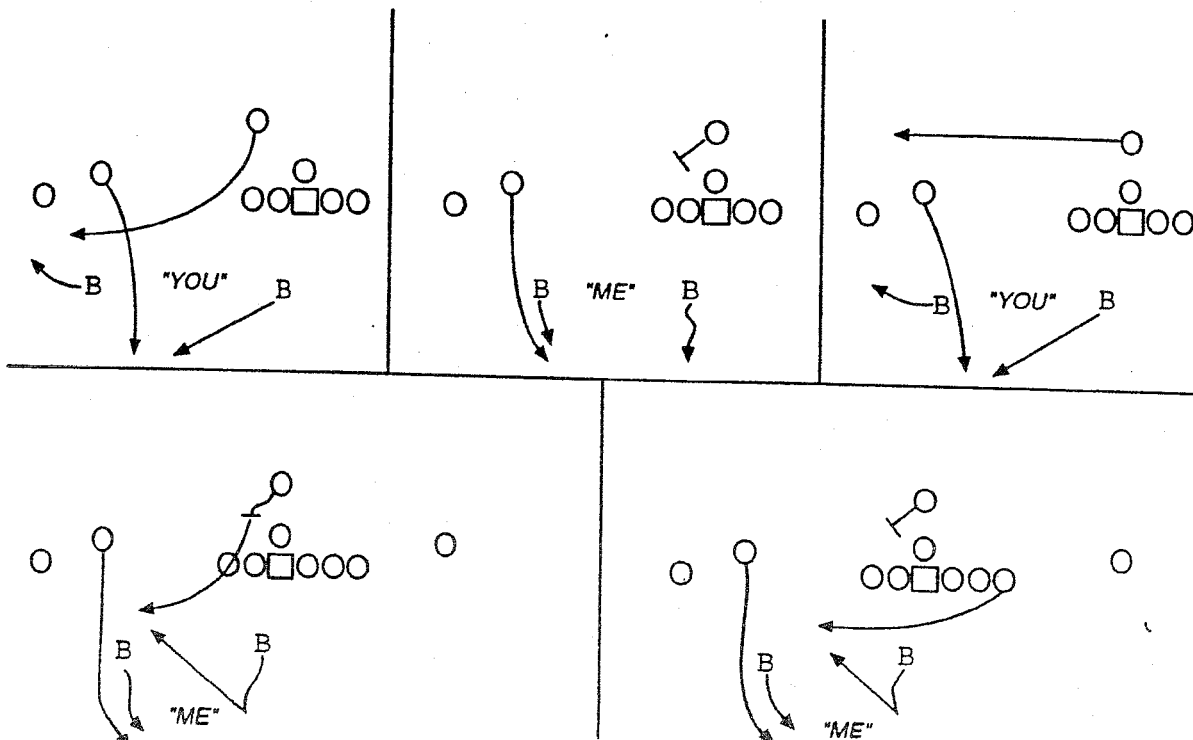
ALERT FLOOD

"ALERT FLOOD" IF #2 STRONG IS DISPLACED AND #3 IS AT HOME (OR FARTHER). THIS AFFECTS THE BUSTER PLAYER AND THE MIDDLE READ PLAYER. IF THE FLOOD OCCURS, THEN THE BUSTER MAN TAKES THE VERTICAL AND THE MIDDLE READ MAN TAKES THE SHALLOW CROSSING ROUTES INTO BUSTER SIDE.



ZEB CALL

WHEN #2 ON THE BUSTER SIDE IS DISPLACED FAR AWAY FROM #3, WE MAKE A ZEB CALL. THIS MEANS THE BUSTER MAN SLIDES INSIDE OF #2 AND READS #3. IF #3 RELEASES QUICK ON OUTSIDE ROUTE (FLAT, FLARE) BUSTER MAN TAKES IT AND MIDDLE READ PLAYS #2 VERTICAL. IF #3 DELAYS OR STAYS IN THE BUSTER MAN TAKES VERTICAL ROUTE OF #2 AND MIDDLE READ STAYS OVER #3 AND MUST TAKE ANY ROUTE TO THE FLAT INTO THE BUSTER SIDE.



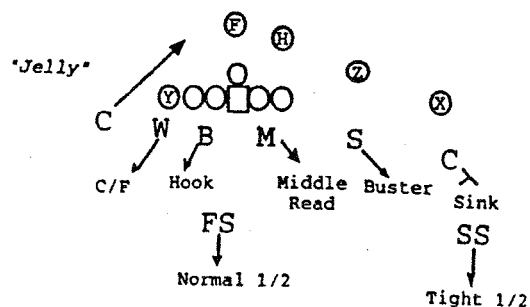
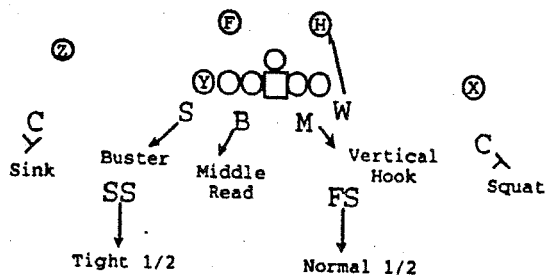
WILL 2

"CLOUD"

"CLOUD"

"Change Backer"

"CLOUD"

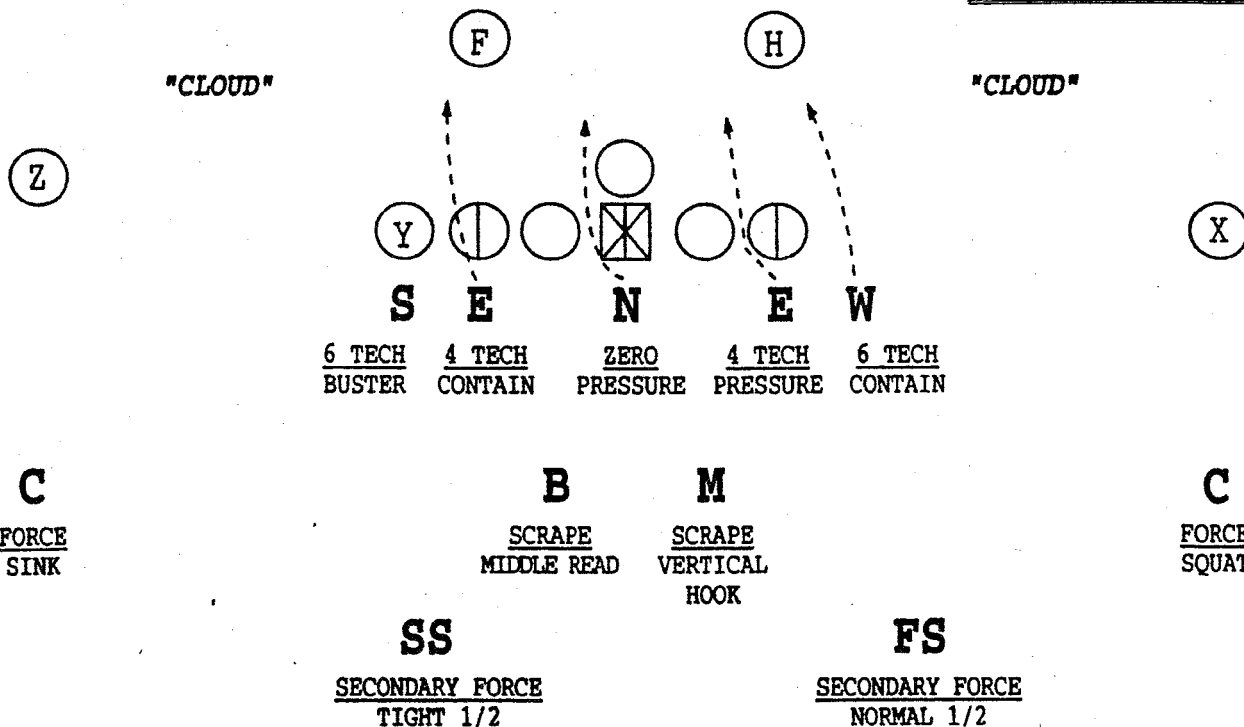


POSITION	ALIGNMENT	KEY	RUN RESPONSIBILITY	PASS RESPONSIBILITY
SAM	6 TECHNIQUE	1. TE 2. NEAR BACK 3. TACKLE 4. GUARD	RUN TO: PLUG RUN AWAY: PURSUIT	BUSTER TECHNIQUE - DROP TO CURL AND MATCH ON ANY RECEIVER CROSSING FACE
STRONG INSIDE BACKER	BASED ON FRONT CALL			MIDDLE READ CP: READ PATTERNS OF #2/#3
WEAK INSIDE BACKER	BASED ON FRONT CALL			VERTICAL HOOK CP: OPEN TO WEAK HOOK AND READ PATTERN OF #2 CP: VERSUS BACKSIDE TIGHT, DO NOT WIDEN ("JELLY")
WILL	6 TECHNIQUE	1. TE 2. NEAR BACK 3. TACKLE 4. GUARD	RUN TO: PLUG RUN AWAY: PURSUIT	CONTAIN RUSH CP: ALERT FOR "CHANGE BACKER" CALL (9 TECHNIQUE)
STRONG CORNER	OUTSIDE SHADE X 5 YDS	THRU #2 TO BACKS	RUN TO: FORCE RUN AWAY: ARC	SINK TECHNIQUE CP: SQUAT FOOTWORK UNLESS WIDE SPLIT THEN SLAM CP: SINK WITH #1 OUTSIDE IN
STRONG SAFETY	2 YDS OUTSIDE NORMAL Y X 12 YARDS	THRU #2 TO BACKS	RUN TO: SECONDARY FORCE RUN AWAY: FILL	TIGHT 1/2 CP: DROP POINT IS 3 YDS INSIDE NUMBERS AT 20 YDS DEPTH CP: KEY CORE RECEIVERS FOR VERTICAL STRETCH
FREE SAFETY	HEAD ON WEAK TACKLE X 12 YDS	THRU UNCOVERED LINEMAN TO BACK	RUN TO: SECONDARY FORCE RUN AWAY: FILL	NORMAL 1/2 CP: DROP POINT IS 3 YDS INSIDE NUMBERS AT 20 YDS DEPTH CP: READ #1 TO #2
WEAK CORNER	OUTSIDE SHADE X 5 YDS	THRU TACKLE	RUN TO: FORCE RUN AWAY: ARC	SQUAT TECHNIQUE CP: SQUAT AND COLLISION #2. KEEP VISION ON #2 AFTER COLLISION CP: POSSIBLE PRESS TECHNIQUE

SPLIT LEFT

TITE WILL 2

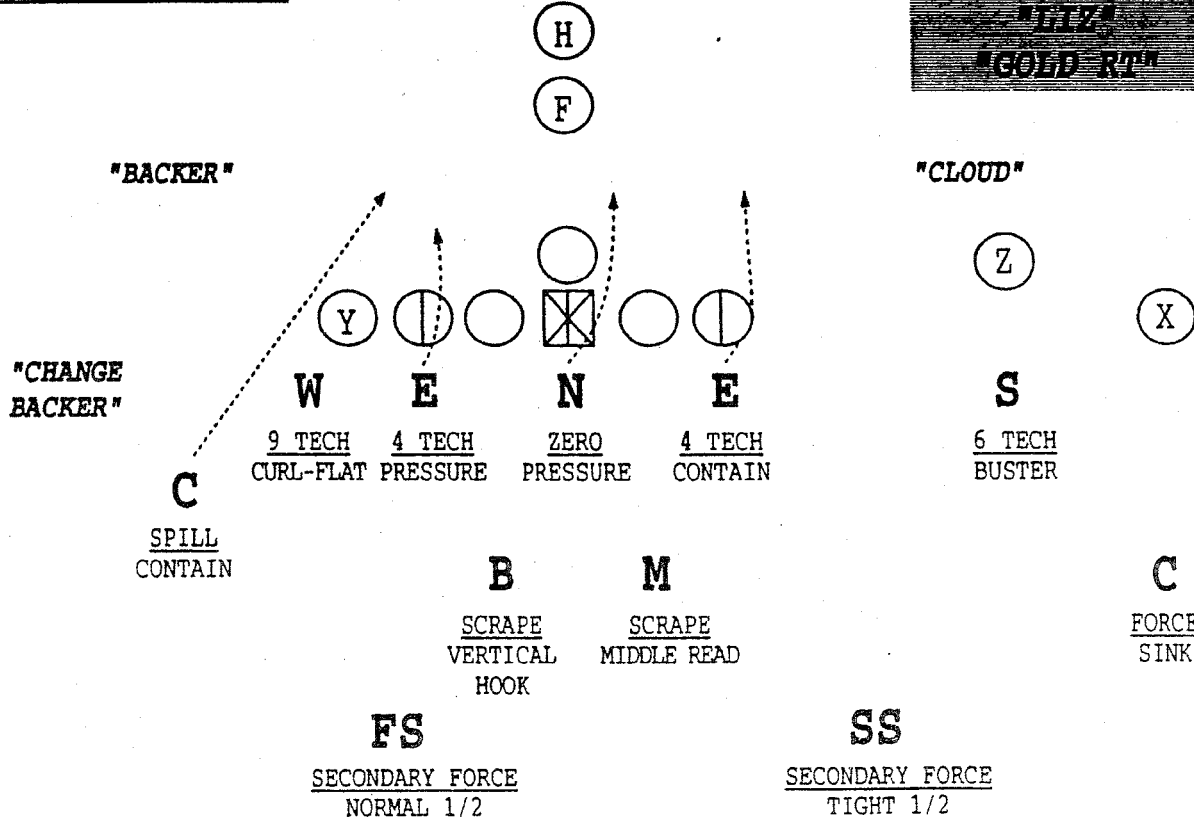
ROY
TECH
GOLD TIT



I SLOT RIGHT

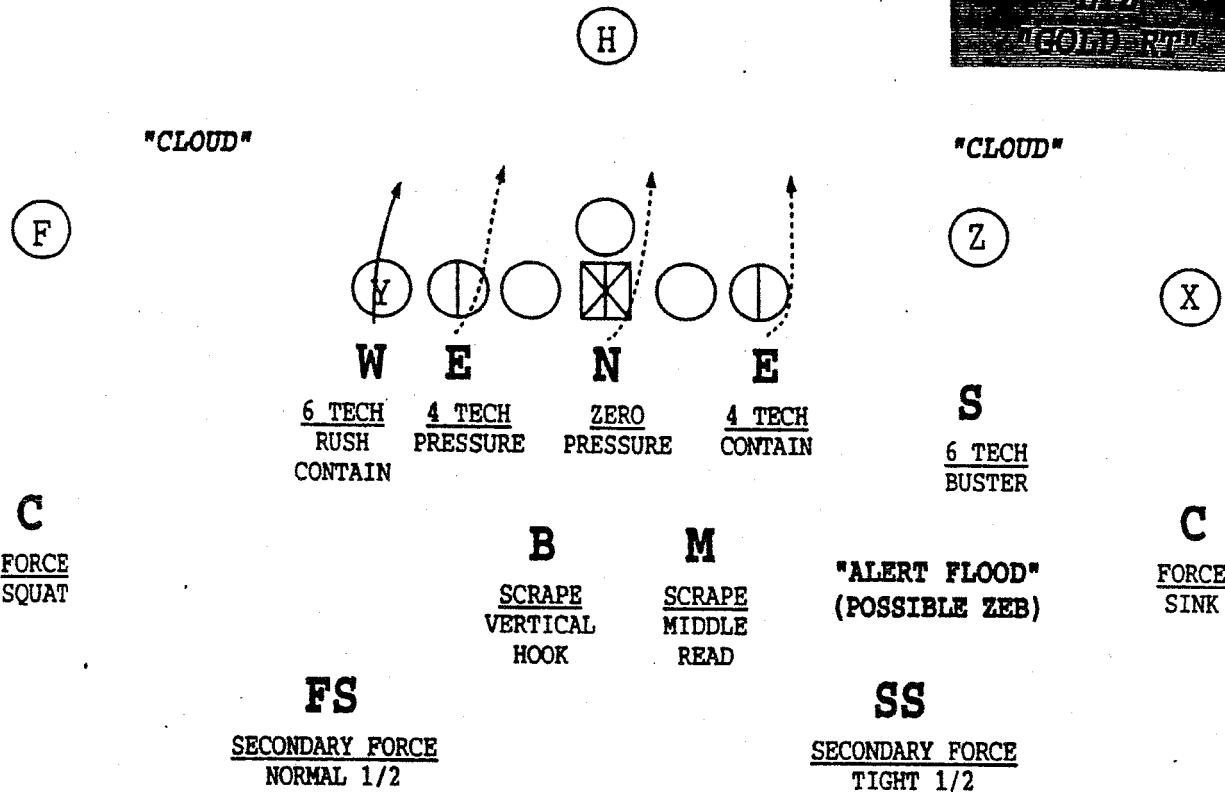
TITE WILL 2

ROY
TECH
GOLD RT



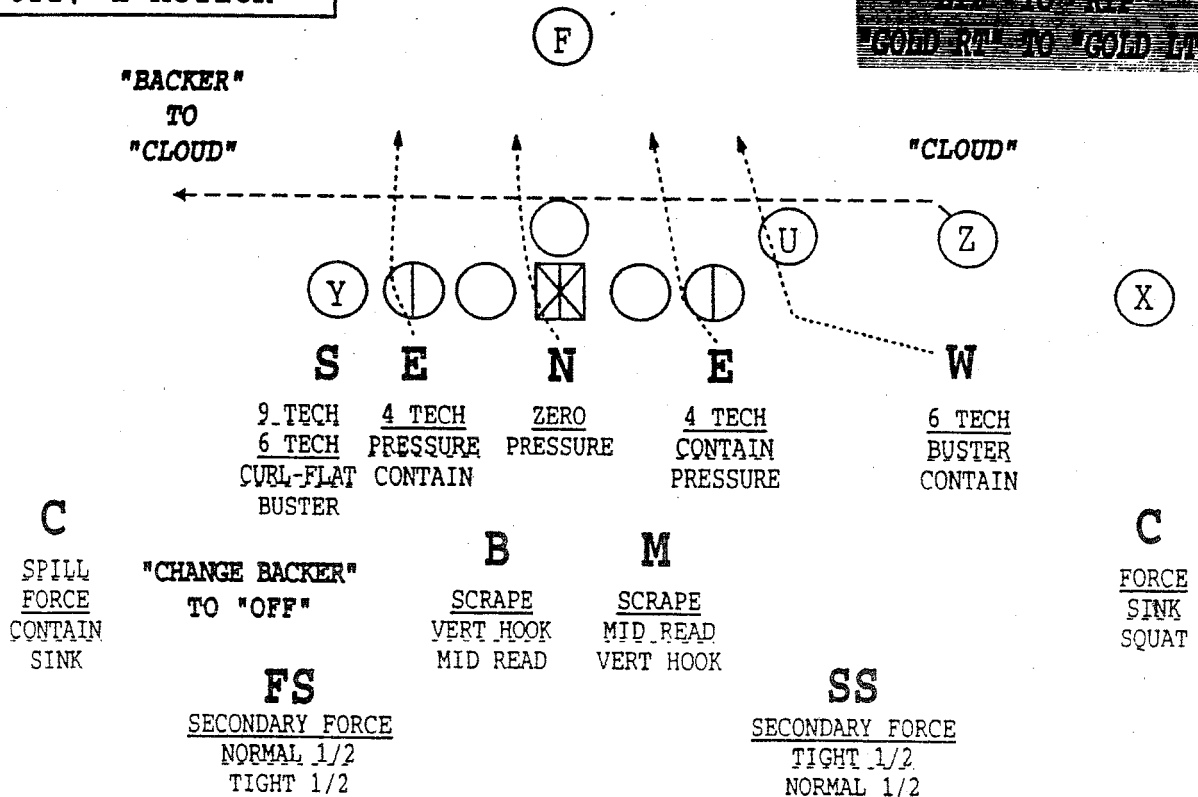
TWIN SLOT RT/ F-WIDE

TITE WILL 2



**ACE TRIPS SLOT RT/
U-OFF/ Z-MOTION**

TITE WILL 2



WILL 2

LIT LEFT "CLOUD" 	TWIN LEFT "CLOUD" 	TRIPS LEFT "CLOUD"
UR SLOT LEFT "CLOUD" 	TWIN SLOT LEFT "CLOUD" 	TRIPS SLOT LEFT "CLOUD"
WIN LEFT/H-CRACK "CLOUD" 	TWIN LEFT/H-WIDE "CLOUD" 	TWIN SLOT LEFT/H-WIDE "CLOUD"
TRIPS LEFT/H-CRACK "CLOUD" 	TRIPS LEFT/H-WIDE "CLOUD" 	TRIPS SLOT LEFT/H-WIDE WEAK "CLOUD"
SPLIT LEFT/Y WIDE "CLOUD" 	TRIPS LEFT/Y CRACK "CLOUD" 	SPLIT SLOT LEFT/Y WIDE "CLOUD"
ACE LEFT "CLOUD" 	ACE TRIPS SLOT LEFT/U-WIDE "CLOUD" 	ACE TRIPS SLOT LEFT "CLOUD"
KINGS LEFT "CLOUD" 	KINGS TRIPS LEFT "CLOUD" 	KINGS TRIPS SPEED LEFT "CLOUD"
QUEENS LEFT "CLOUD" 	I LEFT/Y-TREY-Q "CLOUD" 	TWIN SLOT LEFT/H-WIDE/Z-DEUCE-F "CLOUD"

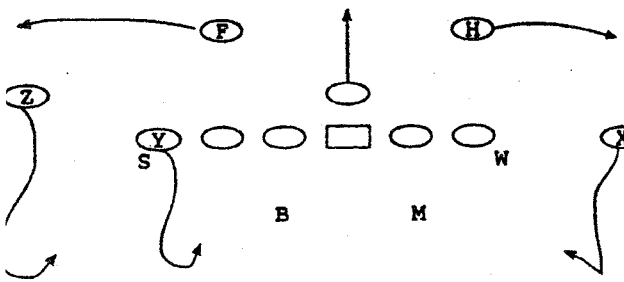


WILL 2

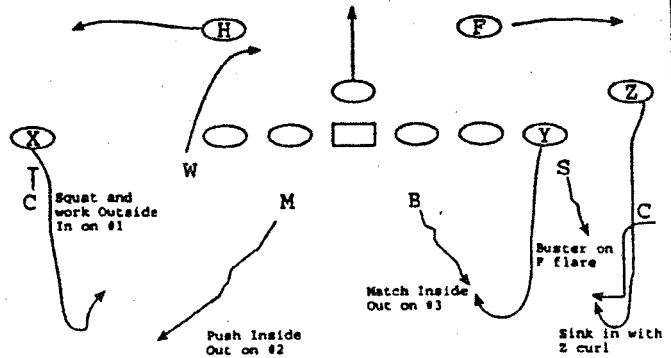
FAR LEFT/Z-MOTION "BACKER" "CHANGE" "BACKER"	TWIN LEFT/H-3 "CLOUD" "CLOUD"	TRIPS LEFT/F-WING/F-2 "CLOUD" "CLOUD"
SPLIT SLOT LEFT/Z-MOTION "CLOUD" "CLOUD"	SPLIT SLOT LEFT/H-2 LONG "CLOUD" "CLOUD"	SPLIT SLOT LEFT/F-3 "CLOUD" "CHANGE" "BACKER"
I LEFT/Y-OFF/Y-MOTION "CLOUD" "CLOUD"	TWIN LEFT/H-WIDE/Y-OFF, Y-MOTION/Y-3 "CLOUD" "Roy Strength"	TRIPS LEFT/H-WIDE/Z-MOTION "CLOUD" "CLOUD"
SPLIT LEFT/Y OFF/ Y YOYO "CLOUD" "CLOUD"	I LEFT/Y CRACK/Z MOTION "CLOUD" "CLOUD"	NEAR SLOT LEFT/Y-WIDE/Z-MOTION "CLOUD" "CLOUD"
ACE LEFT/Z-MOTION "BACKER" "CHANGE" "BACKER"	ACE LEFT/X-3 "CLOUD" "CHANGE" "BACKER"	ACE TRIPS SLOT LEFT/X-MOTION "CLOUD" "CLOUD"
ACE SLOT LEFT/Z-MOTION "CLOUD" "CLOUD"	ACE SLOT RIGHT/U-WIDE/Z-MOTION "CLOUD" "CLOUD"	ACE LEFT/Y-OFF/Y-MOTION "CLOUD" "CLOUD"
KINGS LEFT/Z-MOTION "CLOUD" "CLOUD"	KINGS LEFT/W-3 "CLOUD" "CHANGE" "BACKER"	KINGS TRIPS SPEED LEFT/Z-2 "CLOUD" "CLOUD"
QUEENS LEFT/Z-MOTION "CLOUD" "CLOUD"	TENS I LEFT/Z-MOTION "BACKER" "CHANGE" "BACKER"	CLUBS LEFT/Z-MOTION "BACKER" "CHANGE" "BACKER"

WILL 2

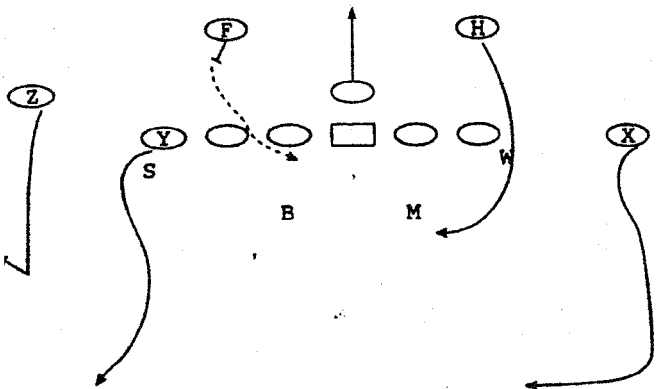
LIT LEFT 60R Y INSIDE RELEASE



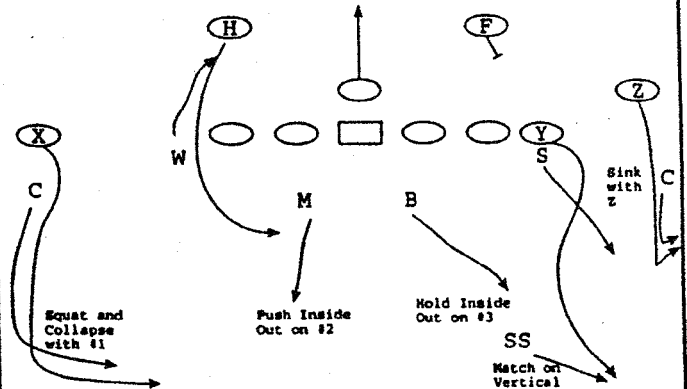
1 SPLIT RIGHT 60R Y INSIDE RELEASE



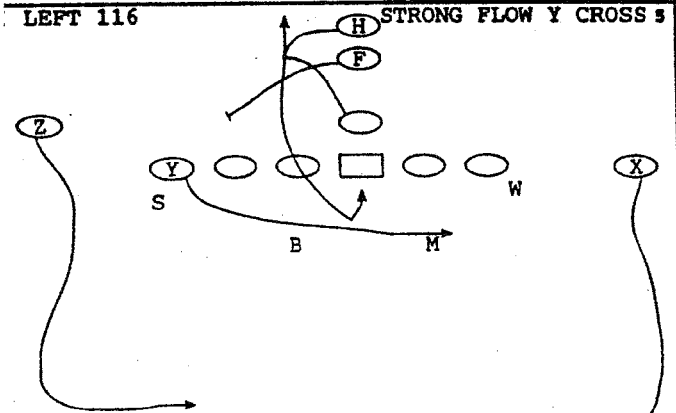
PLIT LEFT 61 Y OUTSIDE RELEASE



3 SPLIT RIGHT 61 Y OUTSIDE RELEASE

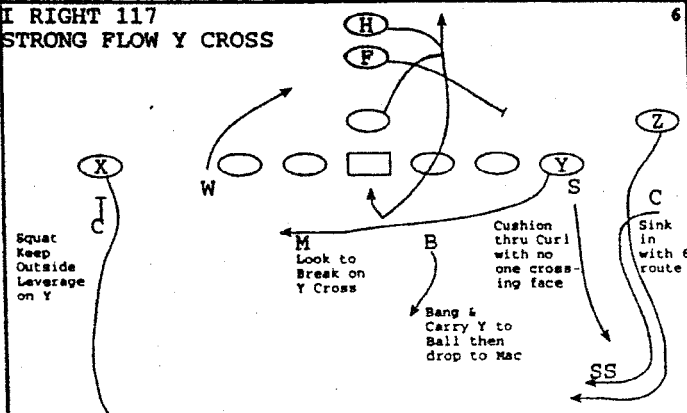


LEFT 116

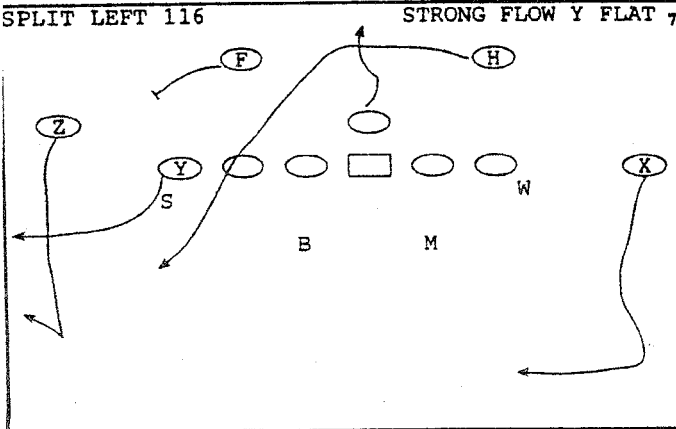


STRONG FLOW Y CROSS

5 I RIGHT 117 STRONG FLOW Y CROSS

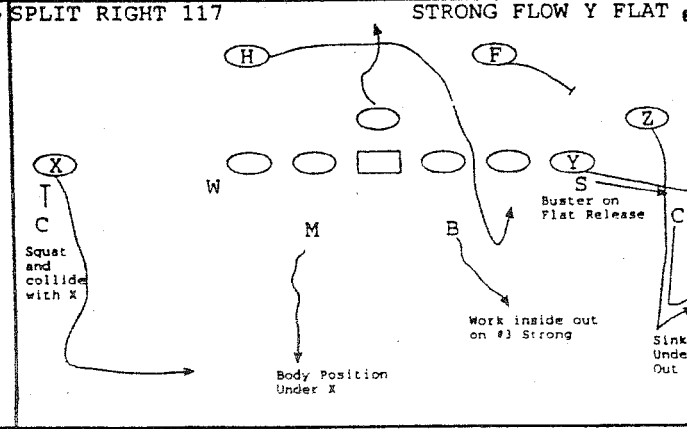


SPLIT LEFT 116



STRONG FLOW Y FLAT

7 SPLIT RIGHT 117

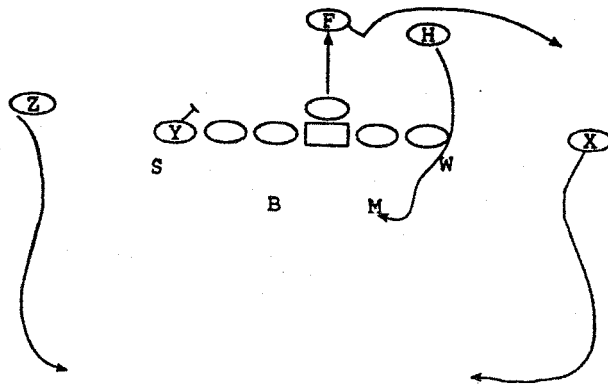


STRONG FLOW Y FLAT

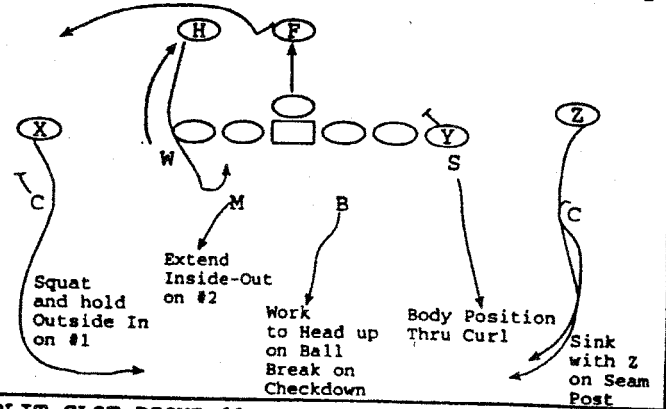


WILL 2

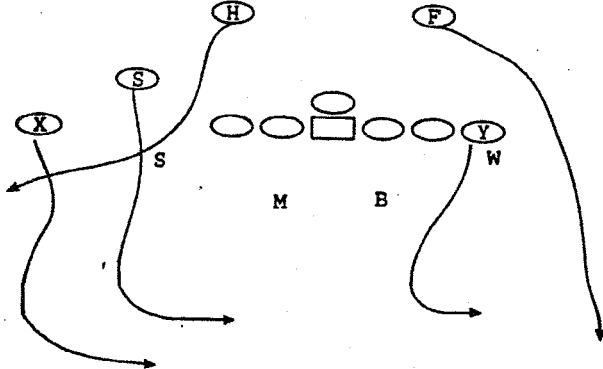
1 FAR LEFT 70R FLOOD WEAK



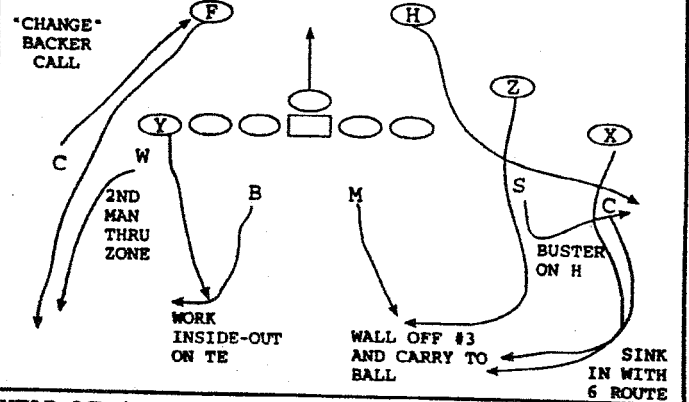
2 FAR RIGHT 70R FLOOD WEAK



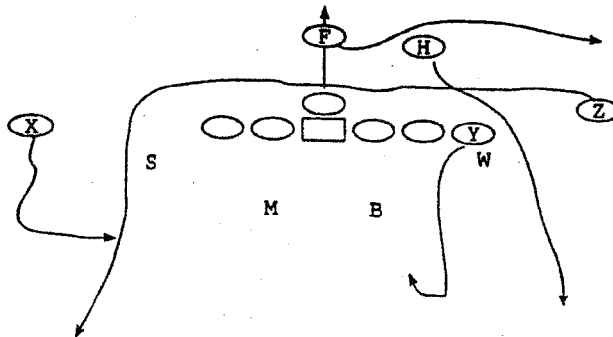
3 SPLIT SLOT LEFT 60R Y INSIDE RELEASE



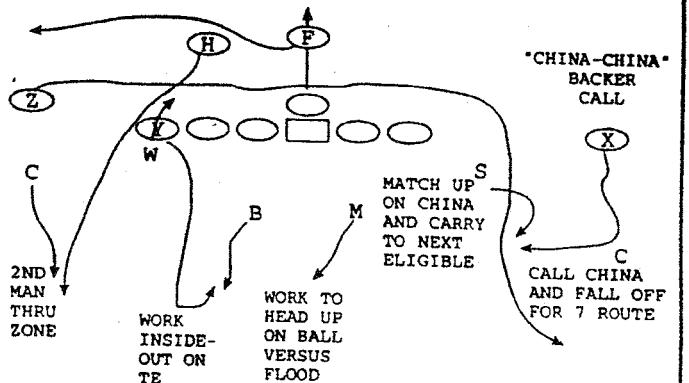
4 SPLIT SLOT RIGHT 60R Y INSIDE RELEASE



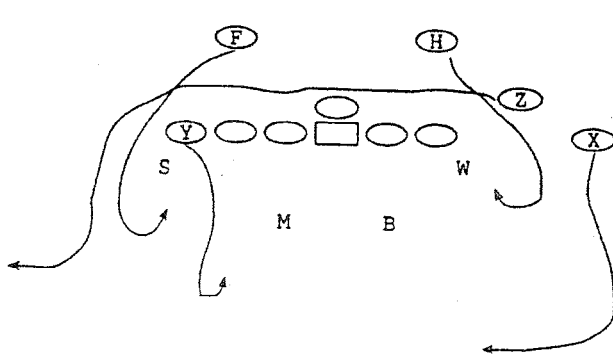
5 NEAR RIGHT (Z-MOTION) 70R FLOOD WEAK



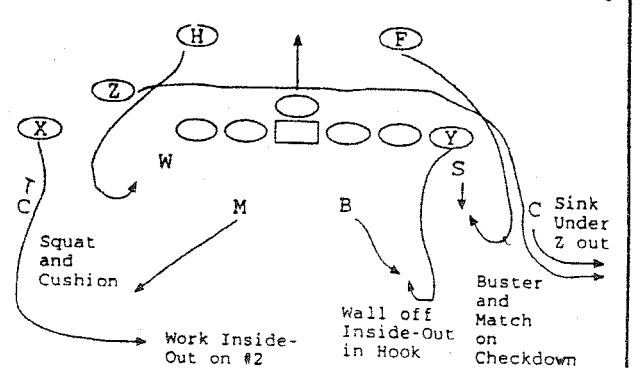
6 NEAR LT (Z-MOTION) 70R FLOOD WEAK



7 SPLIT SLOT RT (Z MOTION) 60R

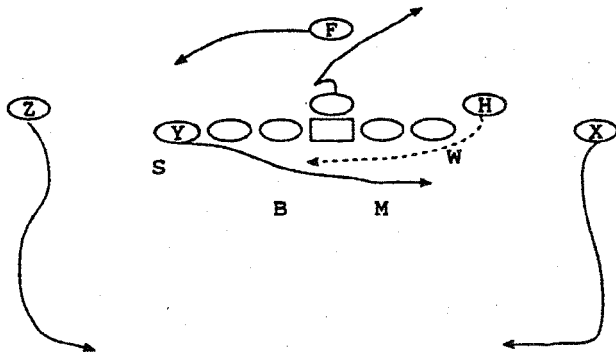


8 SPLIT SLOT LEFT (Z MOTION) 60R

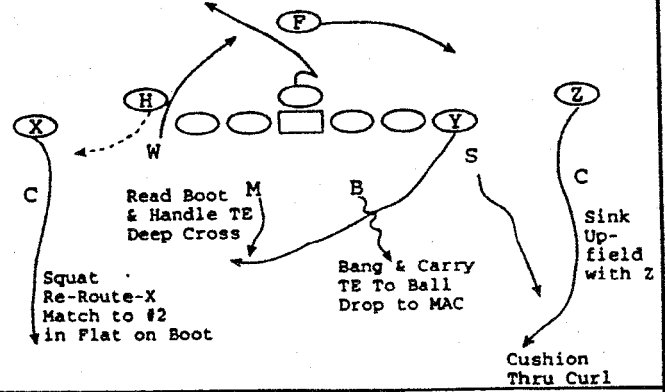


WILL 2

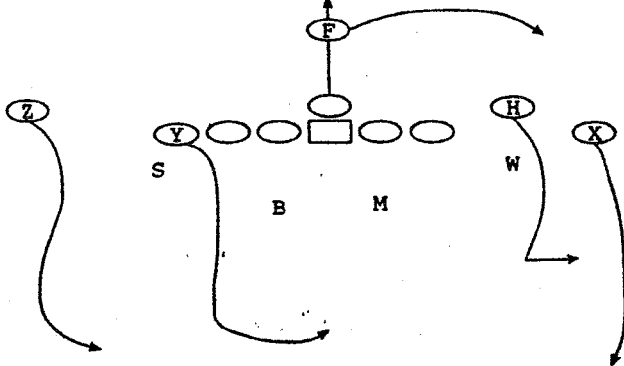
WIN LEFT 118 BOOT Y CROSS



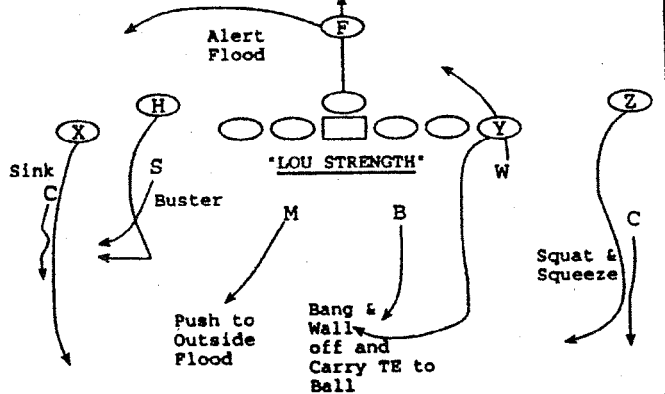
1 TWIN RIGHT 119 BOOT Y CROSS



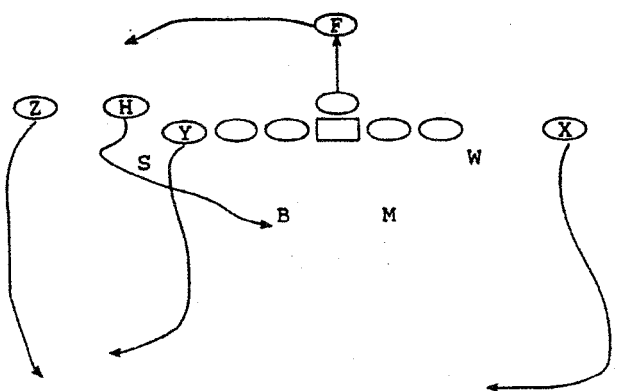
3 KINGS RT 61 Y INSIDE RELEASE



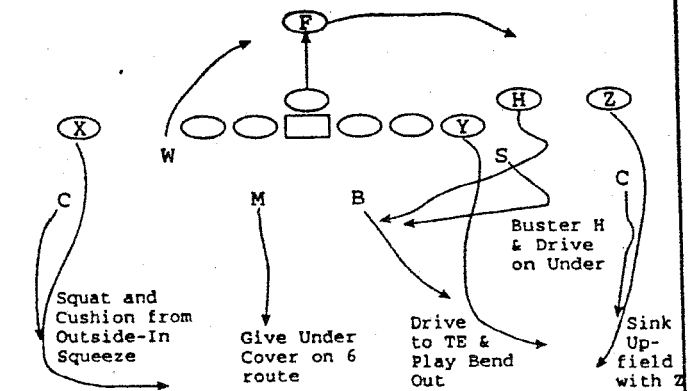
4 KINGS LEFT 61 Y INSIDE RELEASE



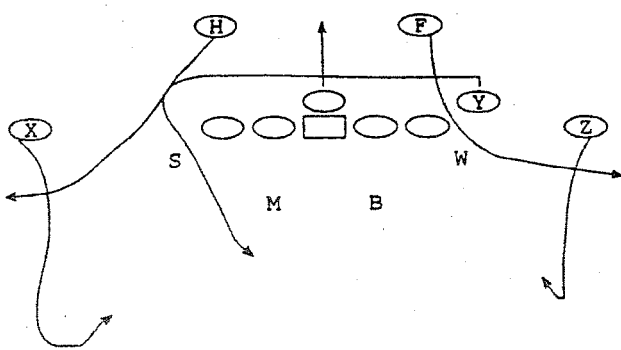
5 TRIPS LEFT 52 FLOOD STRONG



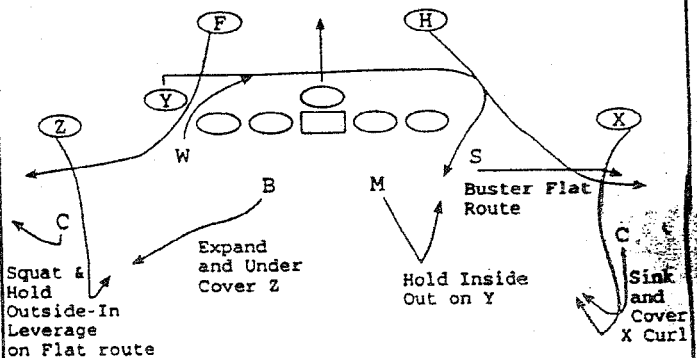
6 TRIPS RIGHT 52 FLOOD STRONG



7 SPLIT RT (Y OFF Y MOTION) 60R

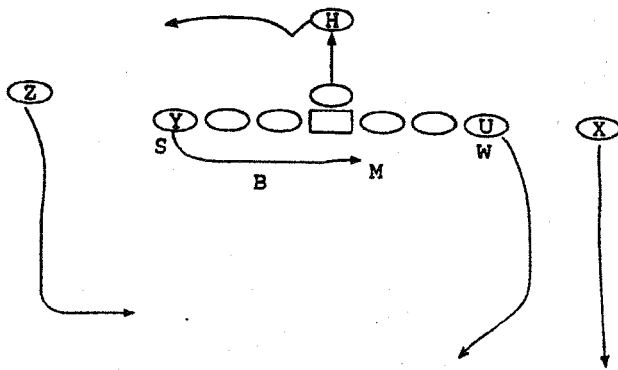


8 SPLIT LEFT (Y OFF-MOTION) 60R

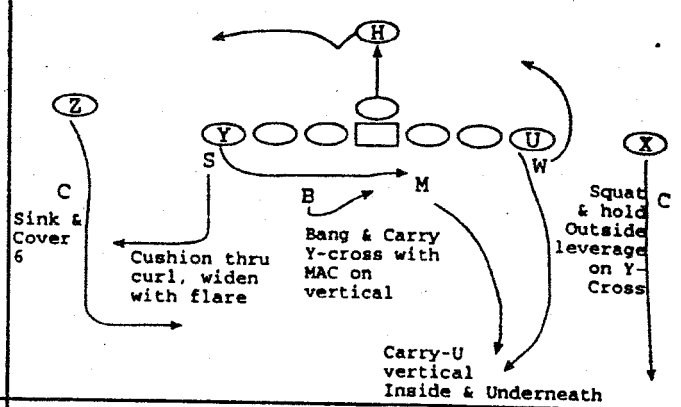


WILL 2

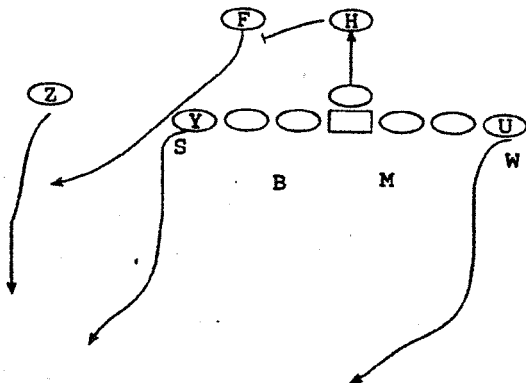
ACE LEFT 61 X CHINA



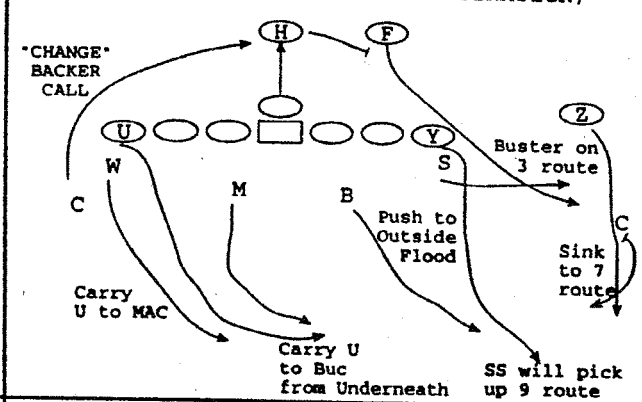
1 ACE LEFT 61



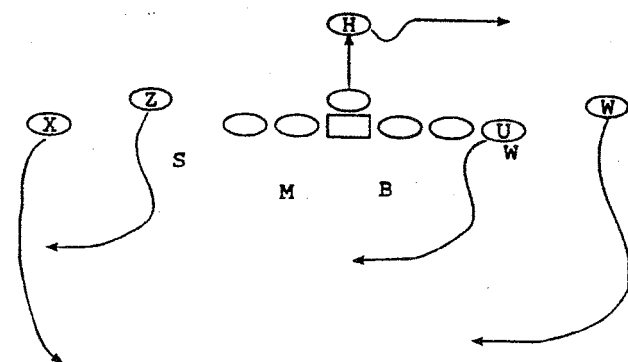
TENS NEAR I LEFT 52 (9-7-3 COMBINATION)



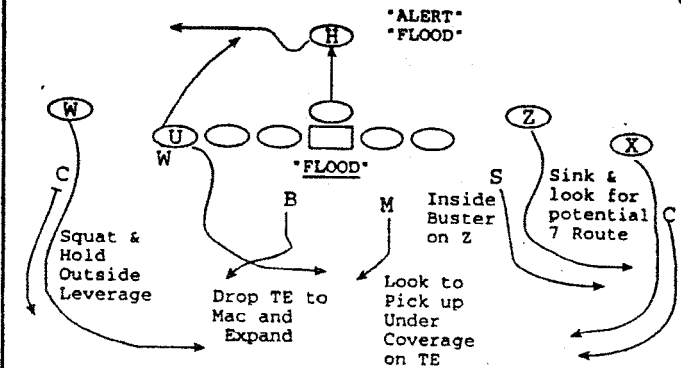
3 TENS NEAR I RIGHT 52 (9-7-3 COMBINATION)



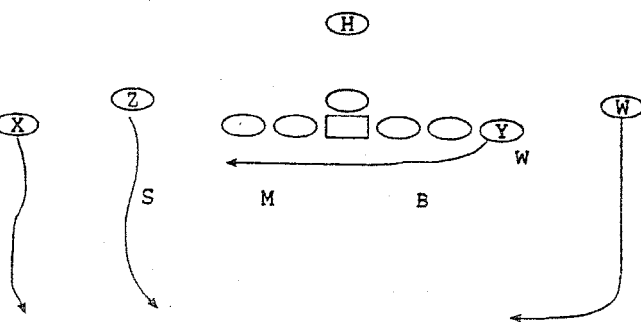
KINGS LEFT 71



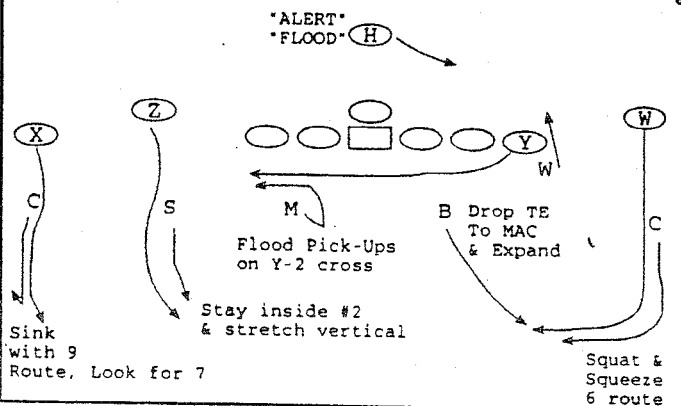
5 KINGS RIGHT 71



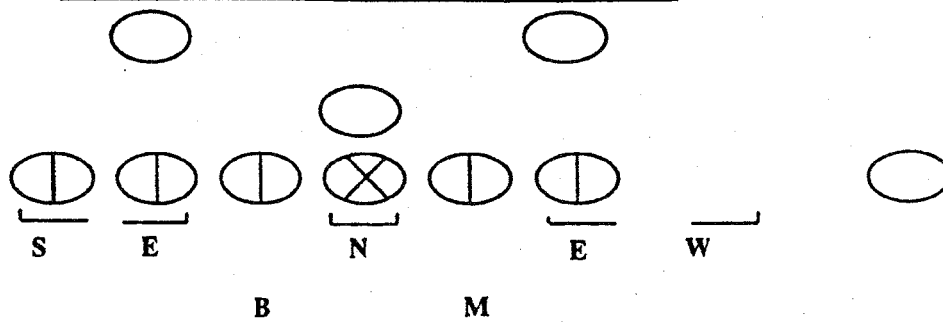
KINGS LEFT 71



7 KINGS LEFT 71



TUFF

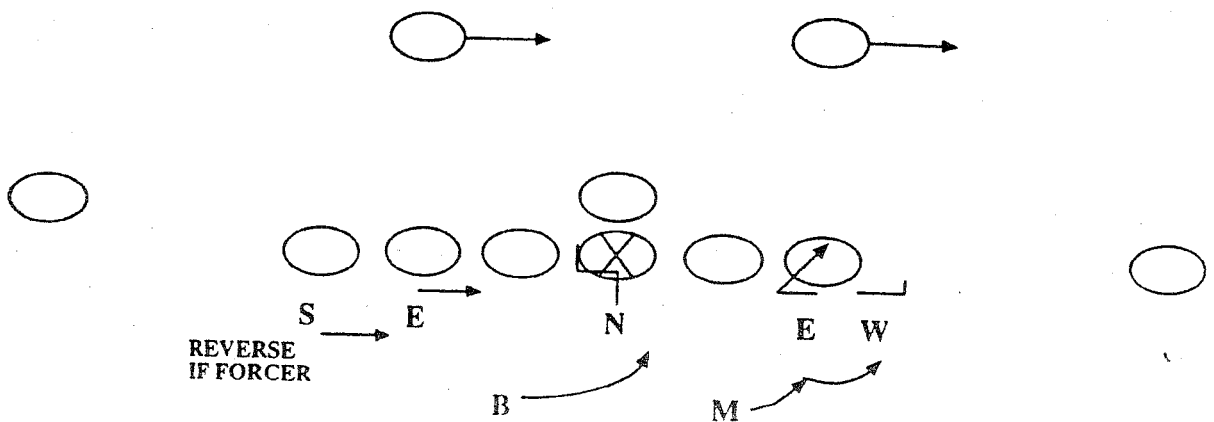
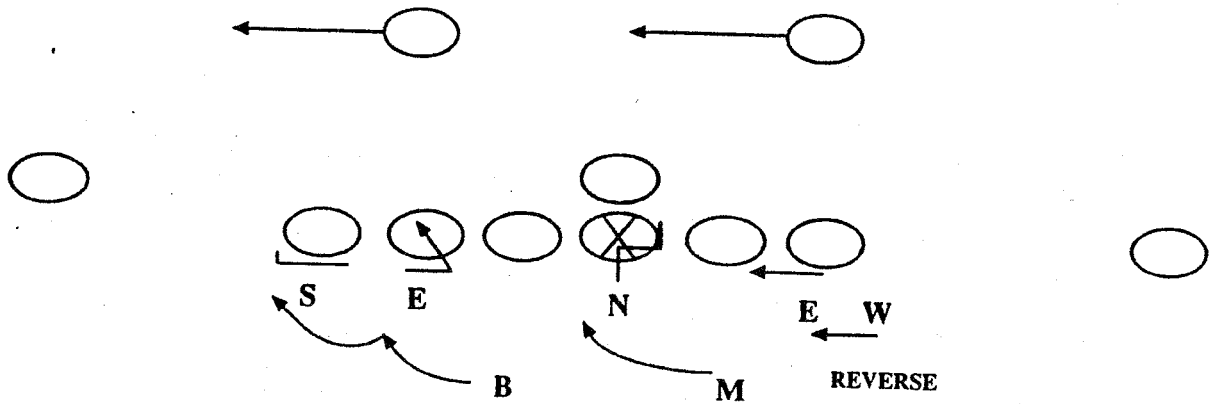
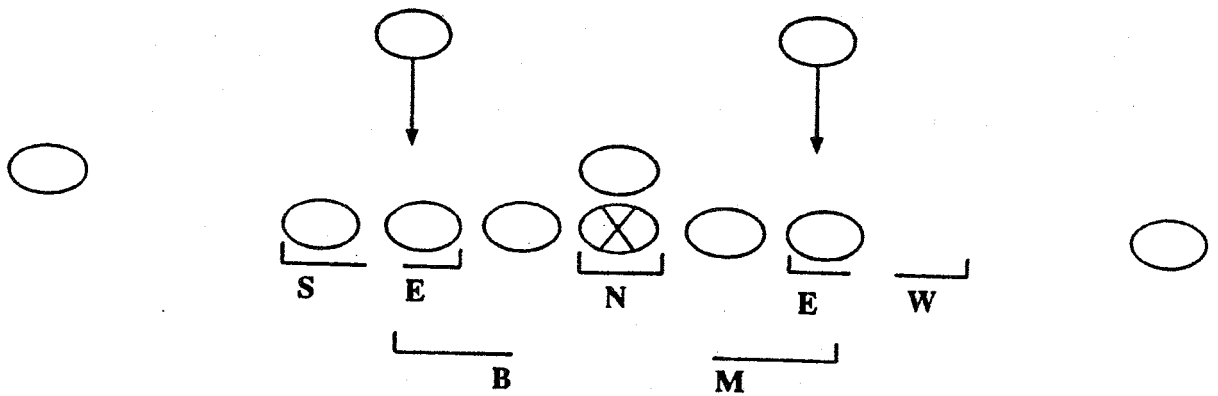


POSITION	TECHNIQUES & ALIGNMENTS	KEYS	RESPONSIBILITIES
SAM	<ol style="list-style-type: none"> 1. 6 OR 9 2. 6 - SHADE 3. 9 - FOOT 	TRIANGLE <ol style="list-style-type: none"> 1. TE 2. NEAR BACK 3. ON LINEMAN 	<ol style="list-style-type: none"> 1. D-GAP OR FORCE 2. FLOW TO: PLUG OR FORCE 3. FLOW AWAY: BACKSIDE C-GAP REVERSE IF FORCE
CLOSED END	<ol style="list-style-type: none"> 1. 4 TECHNIQUE 2. HEAD-UP OFFENSIVE TACKLE 	<ol style="list-style-type: none"> 1. GUARD 2. FLOW 	<ol style="list-style-type: none"> 1. B-GAP, WORK INSIDE OUT ON FLOW TO YOU. PURSUE ON FLOW AWAY 2. PASS RUSH.
BUGK	<ol style="list-style-type: none"> 1. SCRAPE / TUFF 	TRIANGLE <ol style="list-style-type: none"> 1. BACK 2. GUARD 	SCRAPE / TUFF
NOSE	<ol style="list-style-type: none"> 1. TUFF TECHNIQUE 2. HEAD UPON CENTER 	<ol style="list-style-type: none"> 1. CENTER 2. VISION TO GUARDS 3. FLOW 	<ol style="list-style-type: none"> 1. BACKSIDE A-GAP ON THE LOS 2. PASS RUSH IN QB FACE AWAY FROM 4TH RUSHER
MAC	<ol style="list-style-type: none"> 1. SCRAPE / TUFF 	TRIANGLE <ol style="list-style-type: none"> 1. BACK 2. GUARD-FLOW 	SCRAPE / TUFF
OPEN END	<ol style="list-style-type: none"> 1. 4 TECHNIQUE 2. HEAD-UP ON OFFENSIVE TACKLE 	<ol style="list-style-type: none"> 1. GUARD 2. FLOW 	<ol style="list-style-type: none"> 1. B-GAP, WORK INSIDE OUT ON FLOW TO YOU. PURSUE ON FLOW AWAY 2. PASS RUSH.
WILL	<ol style="list-style-type: none"> 1. 6 OR 9 2. 6 - SHADE 3. 9 - FOOT 	TRIANGLE <ol style="list-style-type: none"> 1. TE 2. NEAR BACK 3. ON LINEMAN 	<ol style="list-style-type: none"> 1. D-GAP OR FORCE 2. FLOW TO: PLUG OR FORCE 3. FLOW AWAY: BACKSIDE C-GAP REVERSE IF BACKER

OKIE FRONTS



TUFF



OKIE FRONTS

DOG 1

DOG 1 IS A MAN-TO-MAN COVERAGE WITH BOTH OUTSIDE LINEBACKERS RUSHING. (5 MAN RUSH) WE WILL ALWAYS HAVE THE FREE SAFETY IN THE MIDDLE POST AREA.

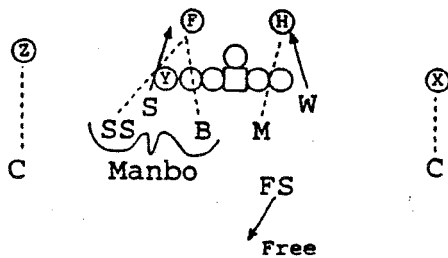
- CORNERS** ALIGN ON "X" AND "Z" VERSUS REGULAR AND ACE PERSONNEL (2WR). CORNERS WILL ALWAYS RUN AND COVER ANY MOTION BY A WIDE RECEIVER. THEY WILL ALIGN LEFT AND RIGHT VERSUS ANY OTHER OFFENSIVE PERSONNEL.
- STRONG SAFETY** ALIGN TO THE TIGHT END VERSUS REGULAR AND ACE PERSONNEL (2WR). THE SS WILL NEVER ALIGN TO THE SAME SIDE AS BOTH CORNERS WHEN THEY ARE FLIPPED TO A SLOT SET. ALIGN STRONG VERSUS ALL OTHER OFFENSIVE PERSONNEL. COVER ALL BACKFIELD MOTION TO CLOSED SIDE. POSSIBLE MANBO CALL. PLAY MANBO VS. TE/NEAR BACK, TE/WING.
- FREE SAFETY** ALWAYS FREE IN POST
- OUTSIDE BACKERS** BRONCO FORCE VERSUS RUN AND RUSH ACCORDING TO THE CALL.
- BUCK** ALIGN TO TIGHT END AND COVER BACK TO TIGHT END SIDE. VERSUS OFFSET BACK & WING SET, PLAY MANBO TECHNIQUE WITH SS. VERSUS "AT HOME" BACK, LOCK UP ON HIM.
- MAC** ALIGN TO OPEN SIDE AND COVER BACK TO OPEN SIDE. COVER ALL BACKFIELD MOTION TO OPEN SIDE. IF LOCKED UP ON BACK AT HOME.

OKIE PACKAGE



DOG 1

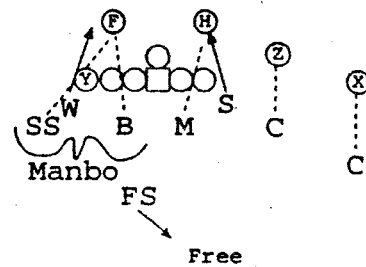
"Bronco"



"Bronco"

"Bronco"

"Bronco"

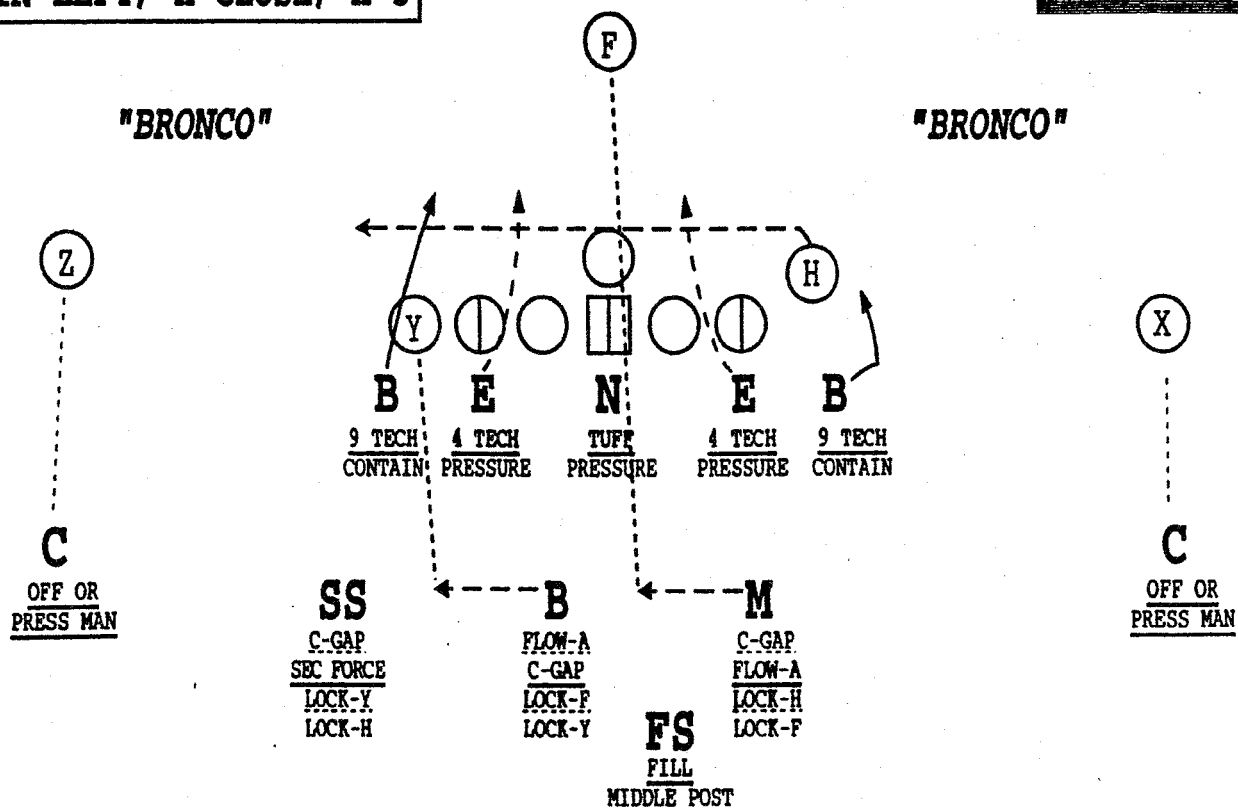


POSITION	ALIGNMENT	KEY	RUN RESPONSIBILITY	PASS RESPONSIBILITY
OUTSIDE LINE	MOVE TO RUSH POSITION	TE THRU LINEMEN TO BACKS	RUN TO: FORCE (BRONCO) RUN AWAY: REVERSE	CONTAIN RUSH OR STUNT CALLED
BUCK	ALIGN BY RESPONSIBILITY	THRU LINEMEN TO BACKS (COVERAGE)	DEPENDS ON FRONT AND FORMATION BE ALERT FOR "I'M HERE" CALL	OFFSET BACK - MANBO TECHNIQUE WITH SS AT-HOME BACK - LOCK UP ON HIM CP - INSIDE MAN TECHNIQUE CP - POST HELP
MAG	ALIGN BY RESPONSIBILITY	THRU LINEMEN TO BACKS (COVERAGE)	DEPENDS ON FRONT AND FORMATION BE ALERT FOR "I'M HERE" CALL	OPEN BACK SIDE HANDLE ALL BACKFIELD MOTION TO OPEN SIDE
CORNERS	INSIDE OR OUTSIDE SHOULDER X 8-10 YDS OR PRESS ON WR	OFF - 3 STEP DROP PRESS - MAN	RUN TO: SECONDARY FORCE RUN AWAY: ARC	COVER WR MAN/MAN WITH INSIDE OR OUTSIDE TECHNIQUE DEPENDING ON SPLIT OF WR CP - PRESS TECHNIQUE CP - POST HELP
STRONG SAFETY	7 X 2 YDS WITH MANBO TECHNIQUE 7 X 2 YDS WITH LOCK	THRU TE TO BACK MUST SEE BACKS IN MANBO	RUN TO: PLUG RUN AWAY: PURSUIT	VS. OFFSET BACK - MANBO W/ BUC VS. AT-HOME BACK - LOCK UP ON TE CP - MAKE YOU-ME CALL OFF OF TE WITH MANBO CP - POST HELP
FREE SAFETY	WEAK GUARD TACKLE GAP X 12-15 YDS	THRU UNCOVERED LINEMAN TO BACKS	RUN TO: FILL RUN AWAY: FILL	COVER DEEP MIDDLE PROTECT POST READ QB & PATTERNS BREAK ON BALL / COVER GORUND

TWIN LEFT/ H-CLOSE/ H-3

TUFF DOG 1

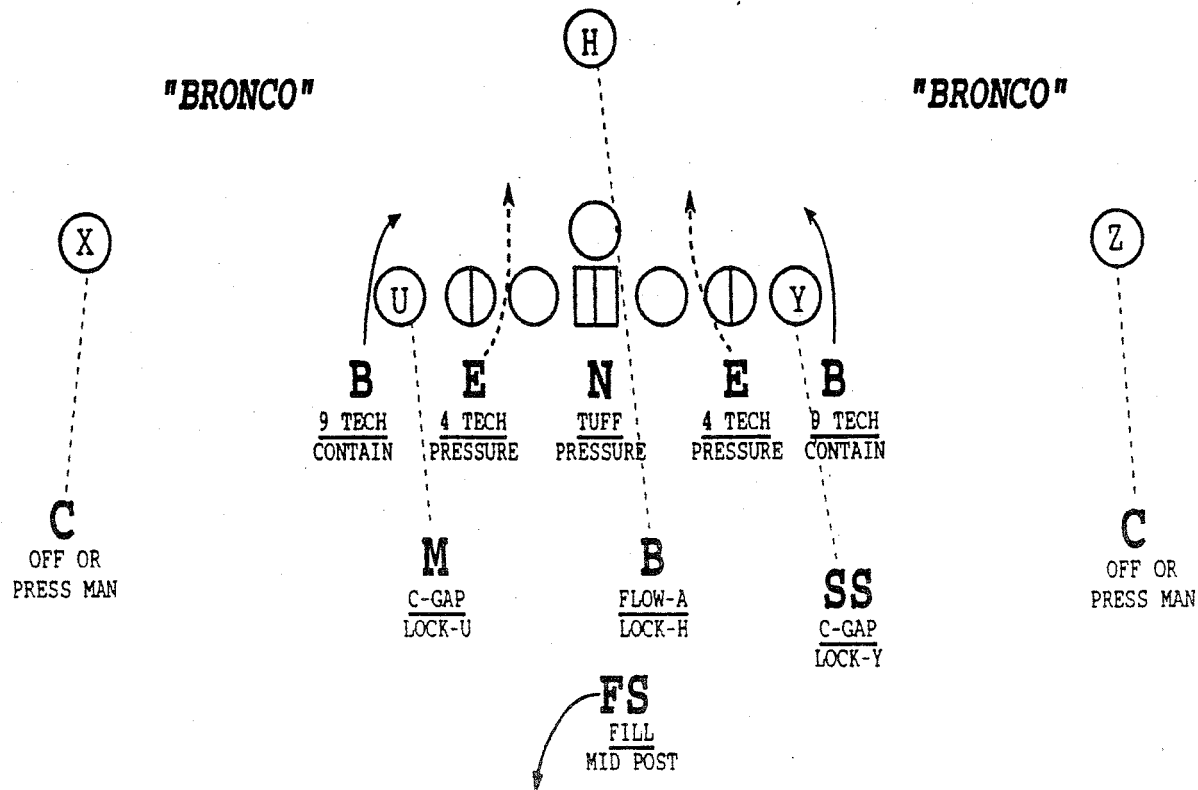
ROY



ACE RIGHT

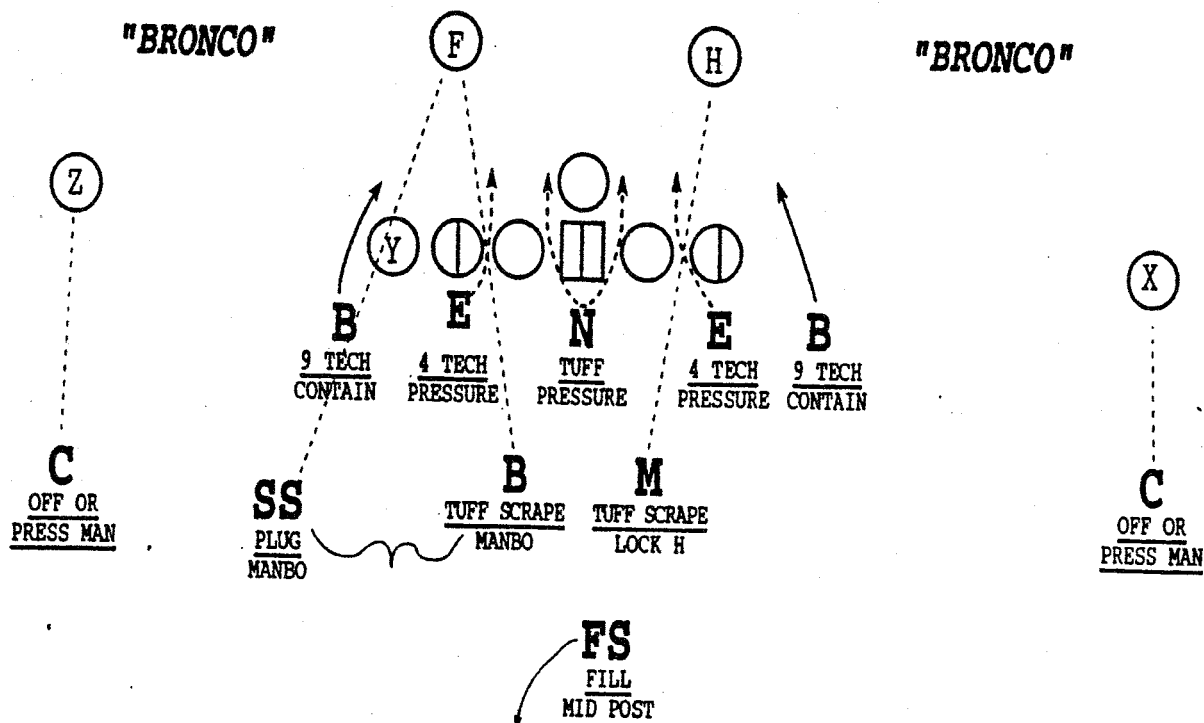
TUFF DOG 1

ROY



SPLIT LEFT

TUFF DOG 1

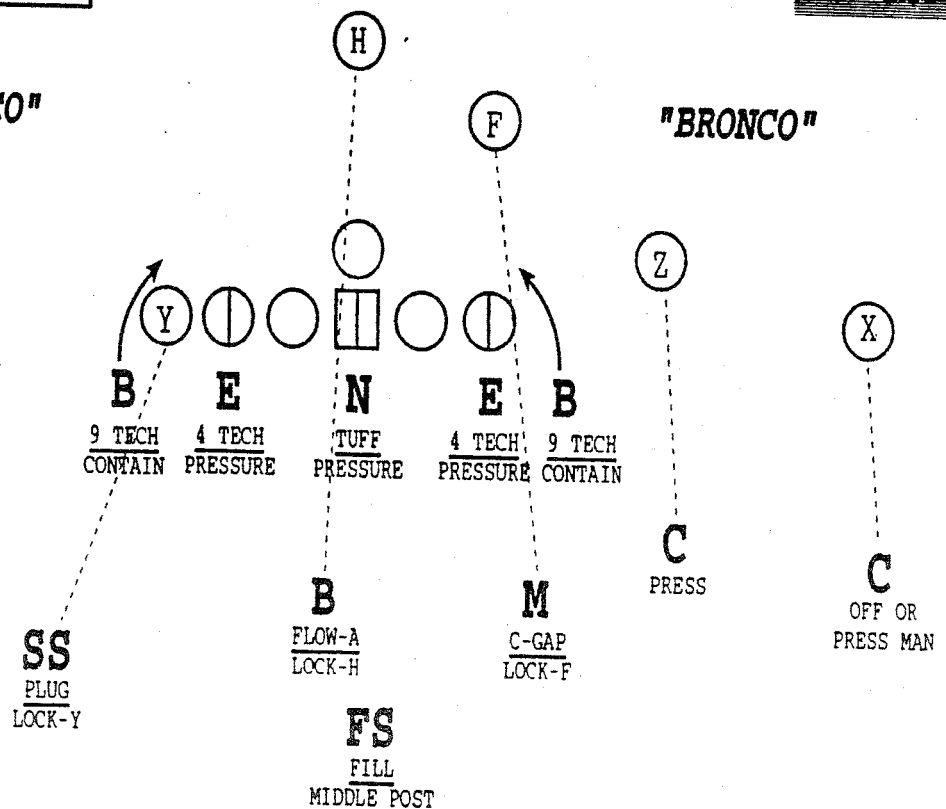


FAR I SLOT RIGHT

TUFF DOG 1

"BRONCO"

"BRONCO"



DOG 1

T LEFT "BRONCO" 	1 "BRONCO" 	TWIN LEFT "BRONCO" 	2 "BRONCO" 	TRIPS LEFT "BRONCO" 	3 "BRONCO"
T SLOT LEFT "BRONCO" 	4 "BRONCO" 	TWIN SLOT LEFT "BRONCO" 	5 "BRONCO" 	TRIPS SLOT LEFT "BRONCO" 	6 "BRONCO"
N LEFT/H-CRACK "ONCO" 	7 "BRONCO" 	TWIN LEFT/H-WIDE "BRONCO" 	8 "BRONCO" 	TWIN SLOT LEFT/H-WIDE "BRONCO" 	9 "BRONCO"
PS LEFT/H-CRACK "ONCO" 	10 "BRONCO" 	TRIPS LEFT/H-WIDE "BRONCO" 	11 "BRONCO" 	TRIPS SLOT LEFT/H-WIDE WEAK "BRONCO" 	12 "BRONCO"
LIT LEFT/Y WIDE "BRONCO" 	13 "BRONCO" 	TRIPS LEFT/Y CRACK "BRONCO" 	14 "BRONCO" 	SPLIT SLOT LEFT/Y WIDE "BRONCO" 	15 "BRONCO"
E LEFT "BRONCO" 	16 "BRONCO" 	ACE TRIPS SLOT LEFT/U-WIDE "BRONCO" 	17 "BRONCO" 	ACE TRIPS SLOT LEFT "BRONCO" 	18 "BRONCO"
KINGS LEFT "BRONCO" 	19 "BRONCO" 	KINGS TRIPS LEFT "BRONCO" 	20 "BRONCO" 	KINGS TRIPS SPEED LEFT "BRONCO" 	21 "BRONCO"
QUEENS LEFT "BRONCO" 	22 "BRONCO" 	I LEFT/Y-TREY-Q "BRONCO" 	23 "BRONCO" 	TWIN SLOT LEFT/H-WIDE/Z-DEUCE-F "BRONCO" 	24 "BRONCO"



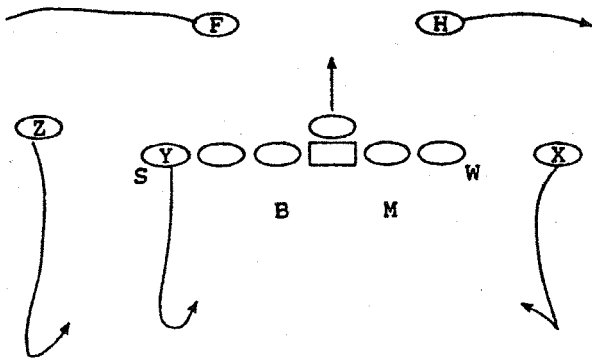
DOG 1

SPLIT LEFT/Z-MOTION "BRONCO" 	TWIN LEFT/H-3 "BRONCO" 	TRIPS LEFT/F-WING/F-2 "BRONCO"
SPLIT SLOT LEFT/Z-MOTION "BRONCO" 	SPLIT SLOT LEFT/H-2 LONG "BRONCO" 	SPLIT SLOT LEFT/F-3 "BRONCO"
I LEFT/Y-OFF/Y-MOTION "BRONCO" 	TWIN LEFT/H-WIDE/Y-OFF, Y-MOTION/Y-3 "BRONCO" 	TRIPS LEFT/H-WIDE/Z-MOTION "BRONCO"
SPLIT LEFT/Y OFF/ Y VOYO "BRONCO" 	I LEFT/Y CRACK/Z MOTION "BRONCO" 	NEAR SLOT LEFT/Y-WIDE/Z-MOTION "BRONCO"
ACE LEFT/Z-MOTION "BRONCO" 	ACE LEFT/X-3 "BRONCO" 	ACE TRIPS SLOT LEFT/X-MOTION "BRONCO"
ACE SLOT LEFT/Z-MOTION "BRONCO" 	ACE SLOT RIGHT/U-WIDE/Z-MOTION "BRONCO" 	ACE LEFT/Y-OFF/Y-MOTION "BRONCO"
KINGS LEFT/Z-MOTION "BRONCO" 	KINGS LEFT/W-3 "BRONCO" 	KINGS TRIPS SPEED LEFT/Z-2 "BRONCO"
QUEENS LEFT/Z-MOTION "BRONCO" 	TENS I LEFT/Z-MOTION "BRONCO" 	CLUBS LEFT/Z-MOTION "BRONCO"

DOG 1

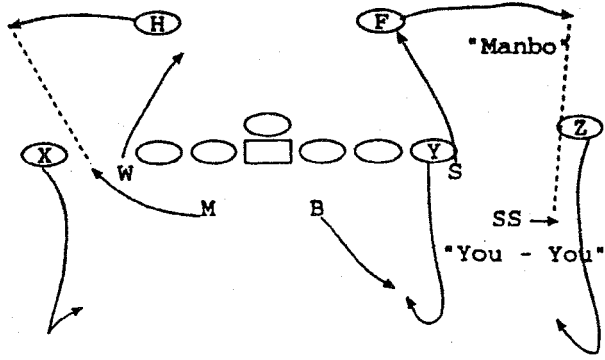
SPLIT LEFT 60 R Y INSIDE RELEASE

1



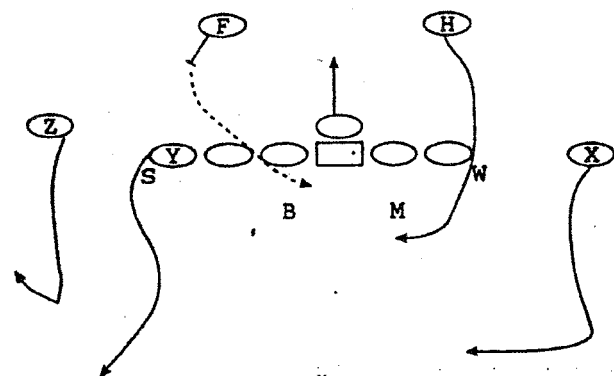
SPLIT RIGHT 60 R Y INSIDE RELEASE

2



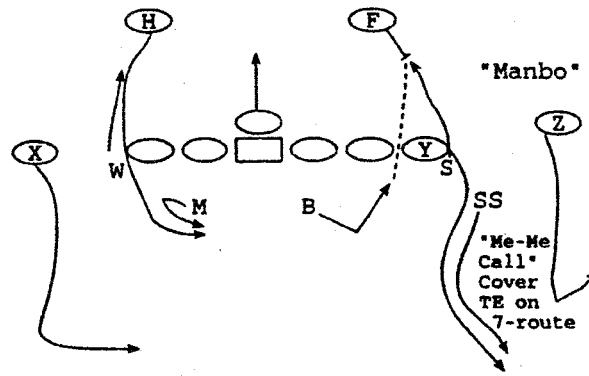
SPLIT LEFT 61 Y OUTSIDE RELEASE

3



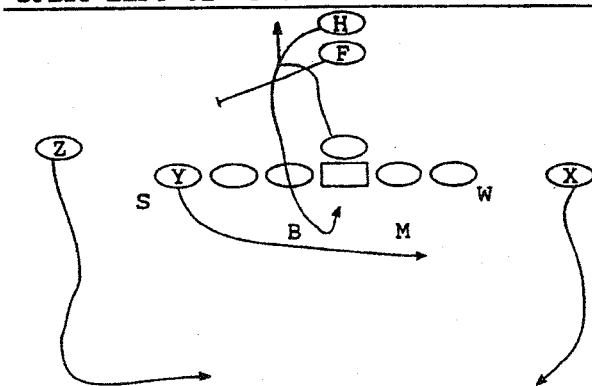
SPLIT RIGHT 61 Y OUTSIDE RELEASE

4



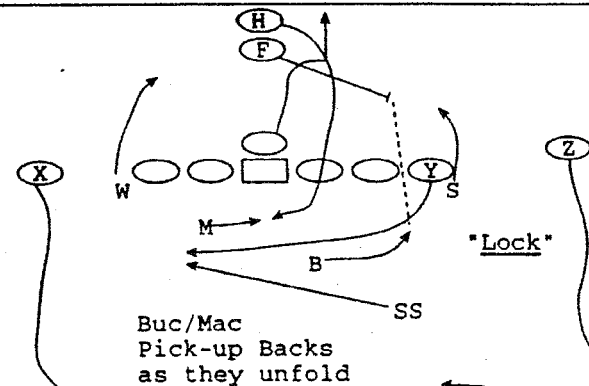
SPLIT LEFT 61 Y OUTSIDE RELEASE

5



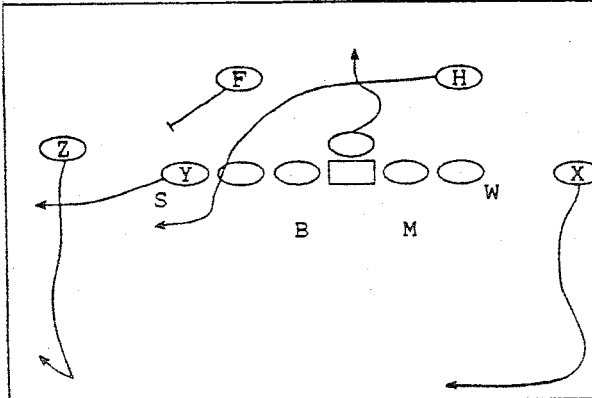
SPLIT LEFT 61 Y OUTSIDE RELEASE

6



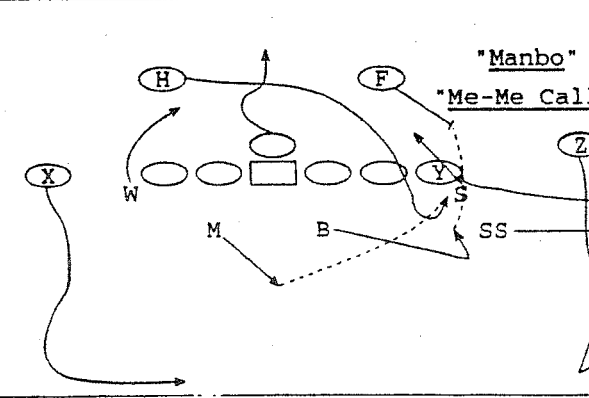
SPLIT LEFT 116 STRONG FLOW Y FLAT

7



SPLIT LEFT 116 STRONG FLOW Y FLAT

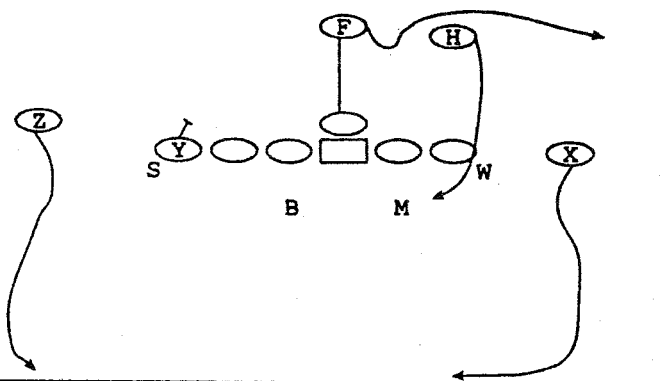
8



DOG 1

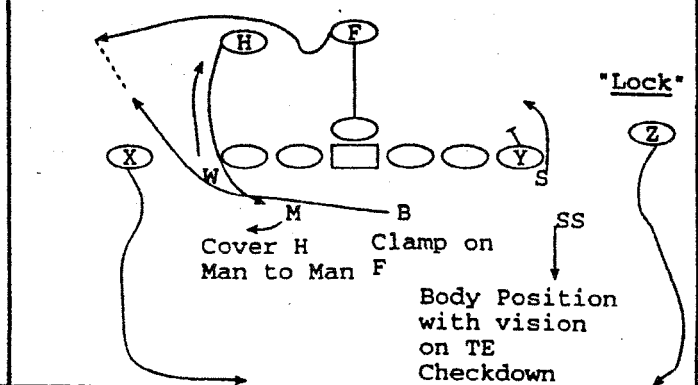
FAR LEFT 70 R - FLOOD WEAK

1



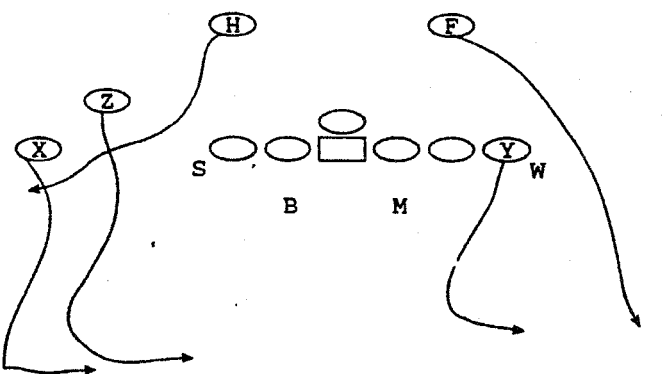
FAR LEFT 70 R FLOOD WEAK

2



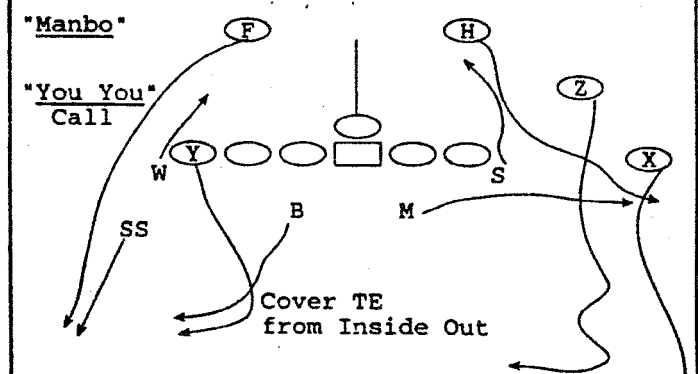
SPLIT SLOT LEFT 60 R - Y INSIDE RELEASE

3



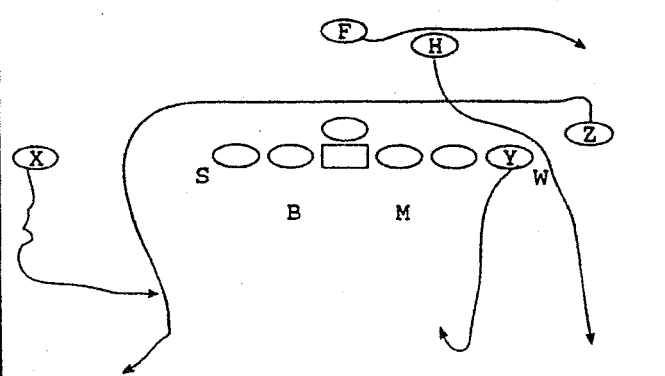
SPLIT SLOT RIGHT 60 R Y INSIDE RELEASE

4



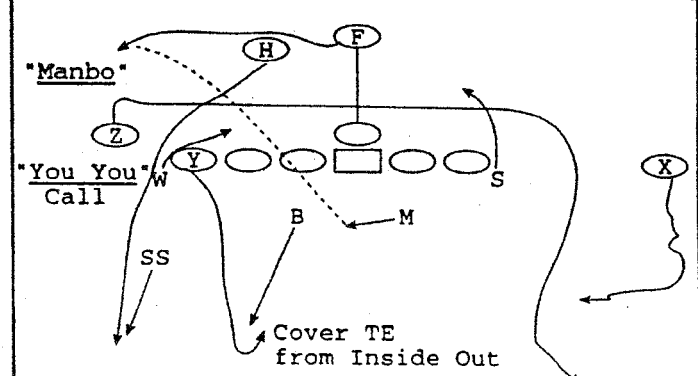
NEAR RT (Z MOTION) 70 RT FLOOD WEAK

5



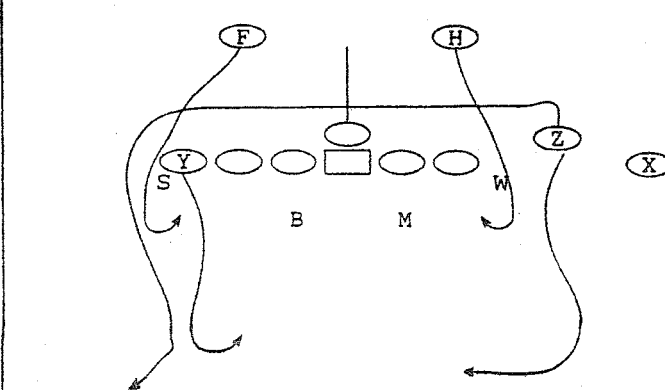
NEAR LT (Z MOTION) 70 RT FLOOD WEAK

6



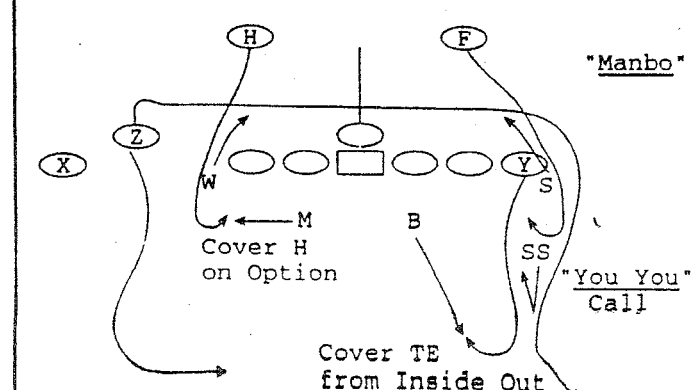
SPLIT SLOT RIGHT (Z MOTION) 60 R

7



SPLIT SLOT LT (Z MOTION) 60 R

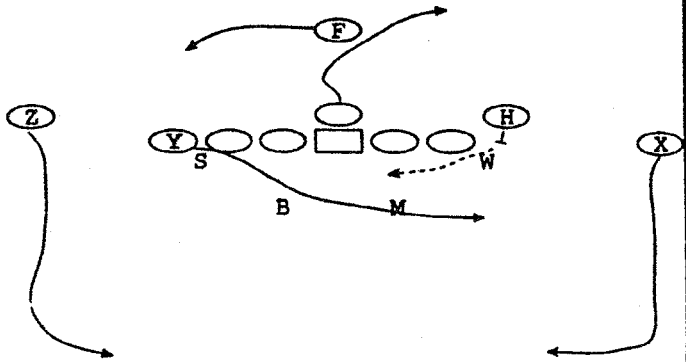
8



DOG 1

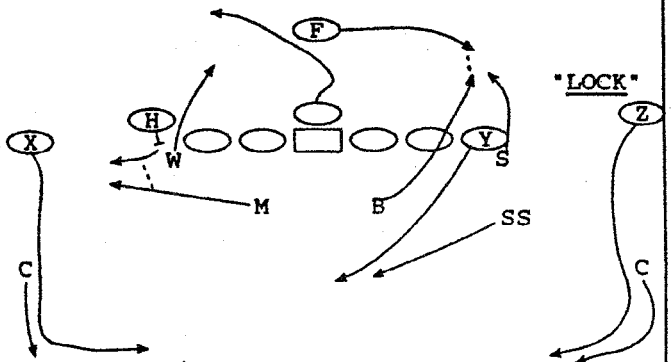
TWIN LEFT 118 BOOT Y CROSS

1



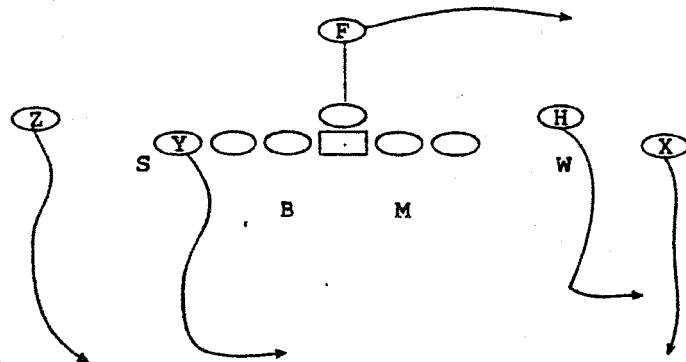
TWIN RIGHT 119 BOOT Y CROSS

2



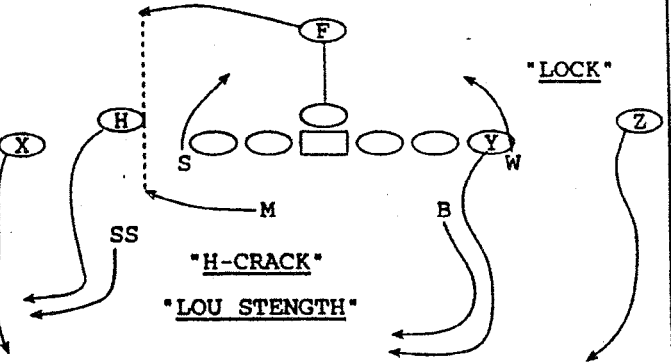
KINGS RIGHT 61 Y INSIDE RELEASE

3



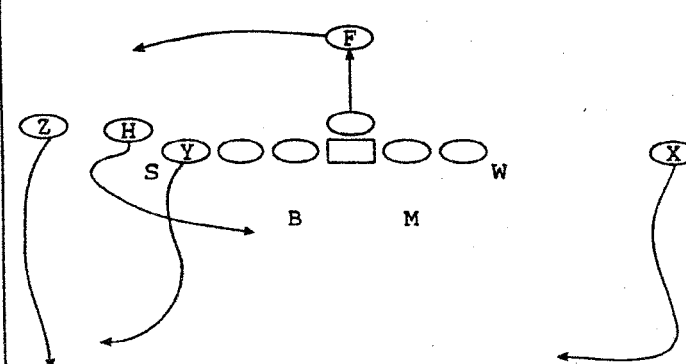
KINGS LEFT 61 Y INSIDE RELEASE

4



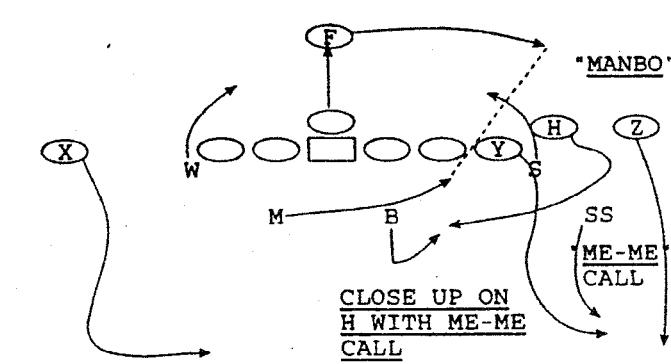
TRIPS LEFT 52 FLOOD STRONG

5



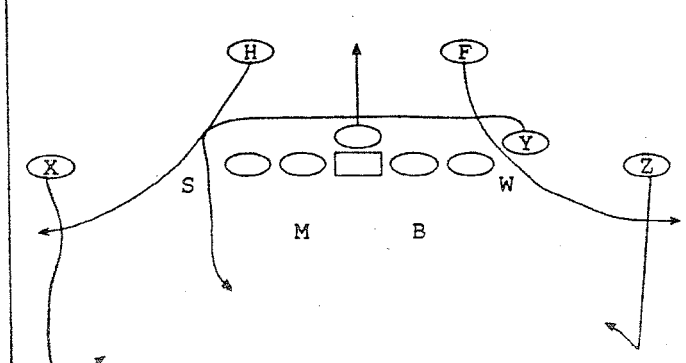
TRIPS RIGHT 52 FLOOD STRONG

6



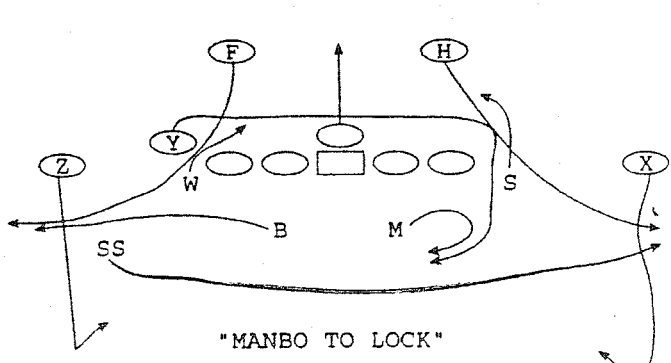
SPLIT RT (Y OFF Y MOTION) 60 R

7



SPLIT LT (Y OFF MOTION) 60 R

8



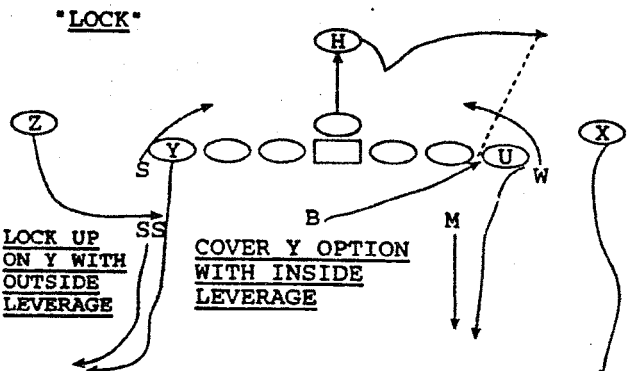
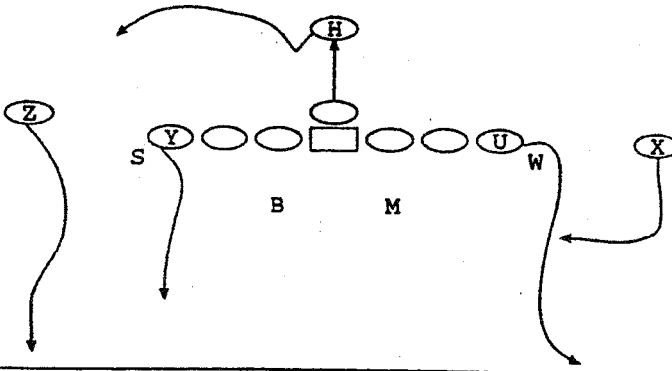
DOG 1

ACE LEFT 61 X CHINA

1

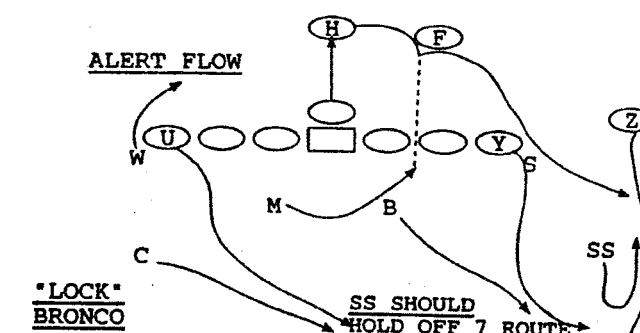
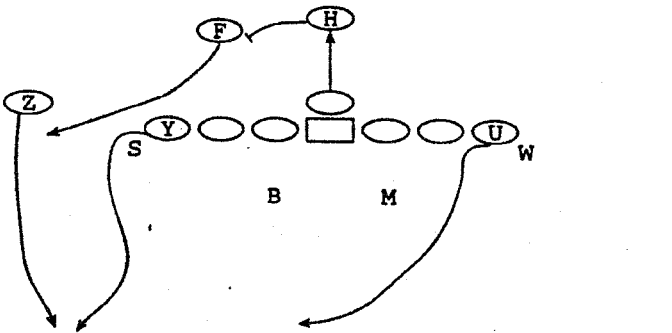
ACE LEFT 71 Z CHINA

2



TENS NEAR I LEFT 52 (9-7-3 COMBINATION) 3

TENS NEAR I RIGHT 52 (9-7-3 COMBINATION) 4

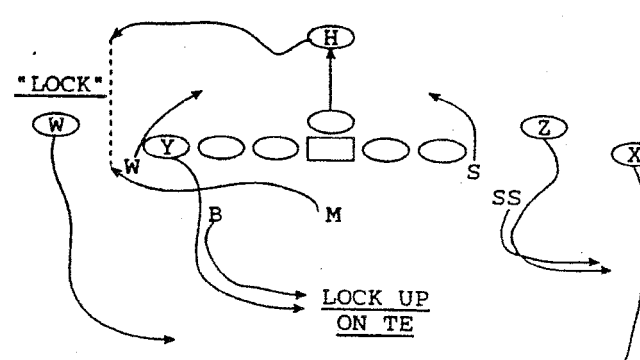
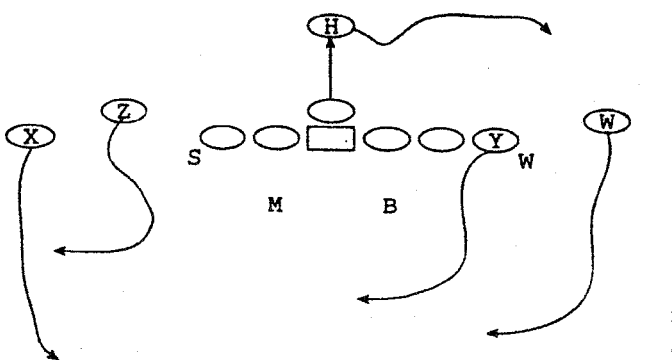


KINGS LEFT 71

5

KINGS RIGHT 71

6

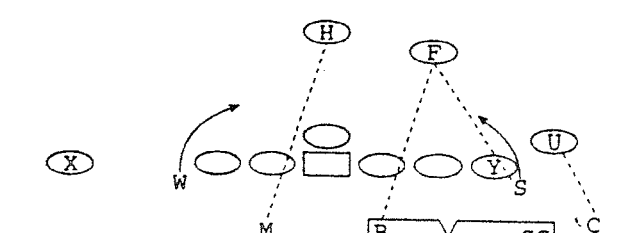
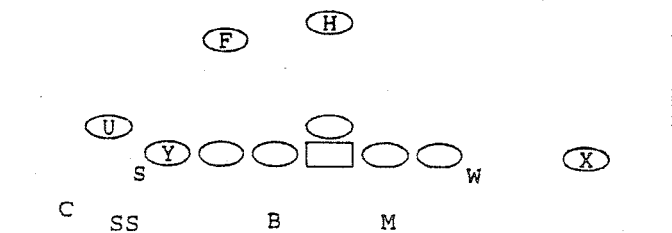


TENS NEAR I HEAVY LEFT

7

TENS NEAR I HEAVY RIGHT

8



STUNT SCOOP

NOSE : ZERO FOLD / CONTAIN AWAY FROM CALL

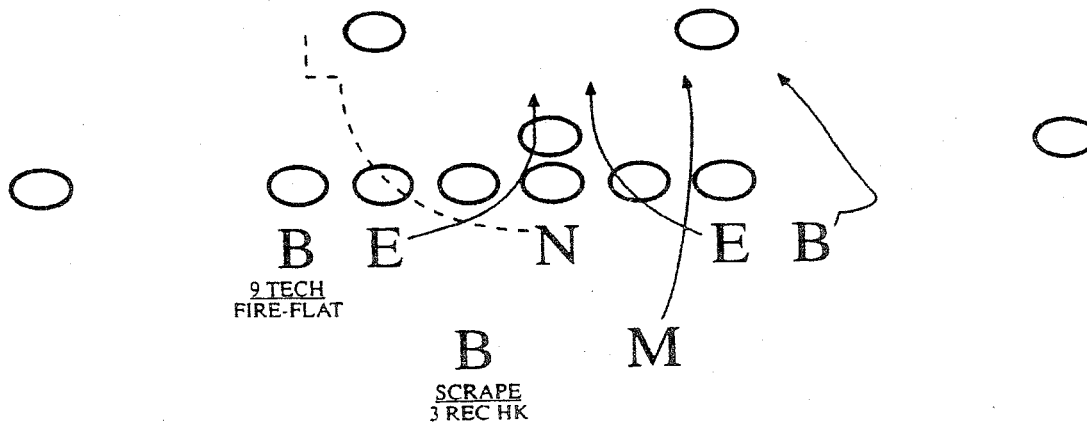
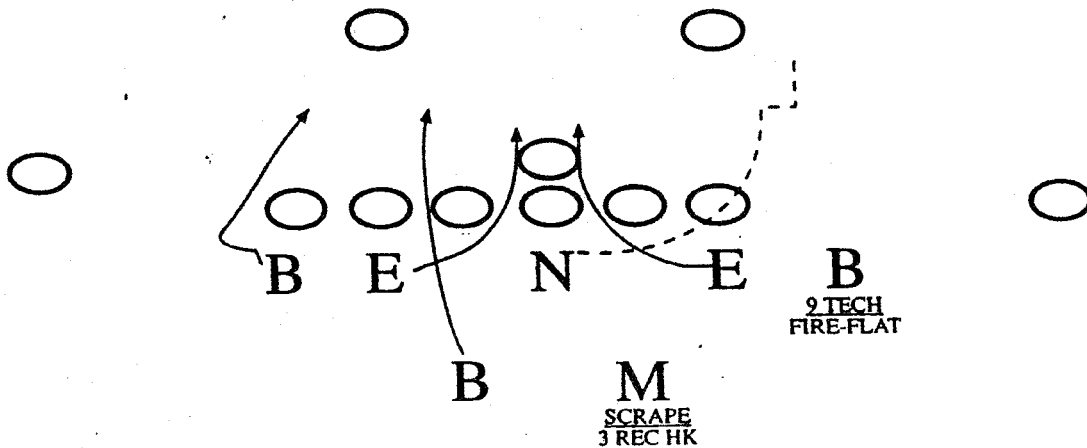
ENDS : ALIGN HEAD UP ON OT / LONG SCOOP INTO A-GAPS / PRESSURE LANE

OLB TO CALL : STEM TO RUSH POSITION / 9 TECH - CONTAIN RUSH

OLB AWAY : 9 TECH / FIRE-FLAT

ILB TO CALL : BLITZ B-GAP TIGHT OFF ENDS BUTT / PRESSURE LANE

ILB AWAY : SCRAPE / 3 RECEIVER HOOK



OKIE RUSH STUNTS



STUNT SLIP

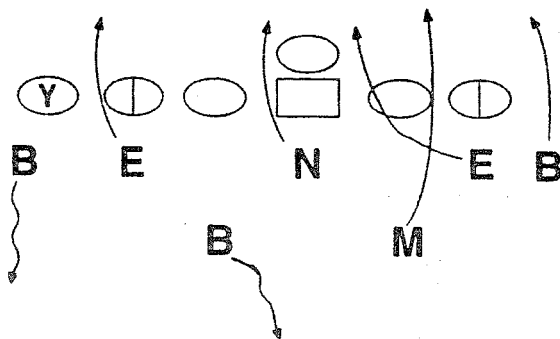
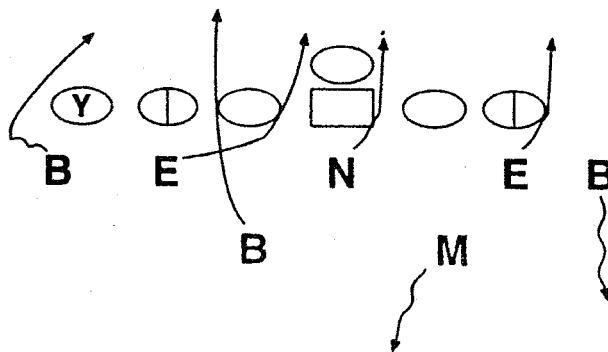
- RIP/LIZ CALL WILL BE MADE BY ILB

ENDS : TO CALL = LONG SCOOP TO A-GAP
AWAY FROM CALL = JET C-GAP WITH CONTAIN / HEAD UP ON OT ALIGNMENT

NOSE : SLANT A-GAP AWAY FROM CALL / PRESSURE LANE / POSSIBLE ZEBRA

OLB'S : TO CALL = 9 ALIGNMENT AND CONTAIN RUSH / STEM TO IT
AWAY FROM CALL = BACKER FORCE AND FIRE-FLAT IN FIRE ZONES / BE AWARE OF JETTING END

ILB'S : TO CALL = SAME AS SCOOP
AWAY FROM CALL = SPLIT TECHNIQUE / 3 RECEIVER HOOK IN FIRE ZONES



STUNT BARK

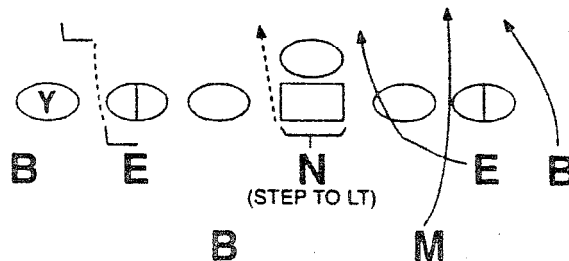
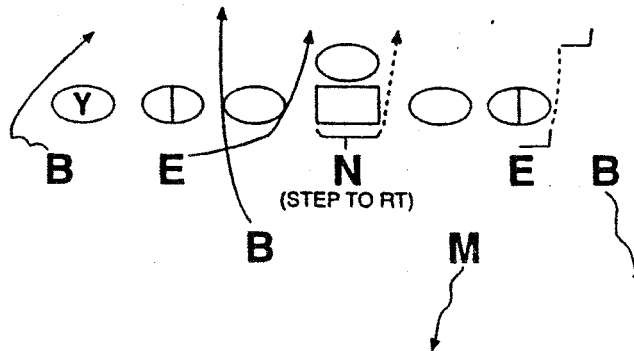
- RIP/LIZ CALL WILL BE MADE

ENDS : TO CALL = LONG SCOOP TO A-GAP
AWAY FROM CALL = 5 TECHNIQUE WITH CONTAIN / HEAD UP ON OT
ALIGNMENT

NOSE : ZERO SHADE TECH / PRESSURE LANE AWAY FROM CALL / POSSIBLE ZEBRA
PLAY OFF LONG SCOOPING END ON RUN ACTION TO CALL

OLB'S : TO CALL = 9 ALIGNMENT AND CONTAIN RUSH / STEM TO IT
AWAY FROM CALL = BACKER FORCE AND FIRE-FLAT IN FIRE ZONES

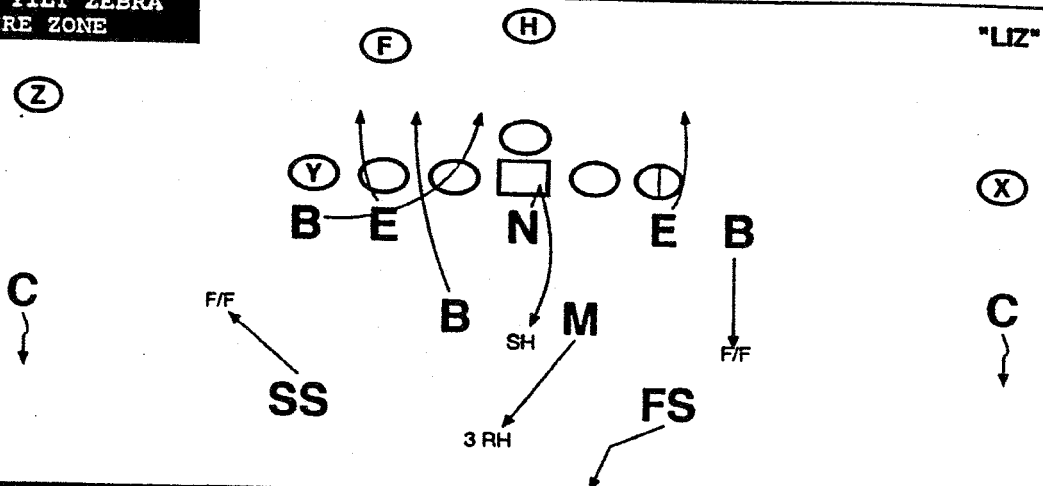
ILB'S : TO CALL = SAME AS SCOOP
AWAY FROM CALL = BASIC TECHNIQUE / 3 RECEIVER HOOK IN FIRE ZONES



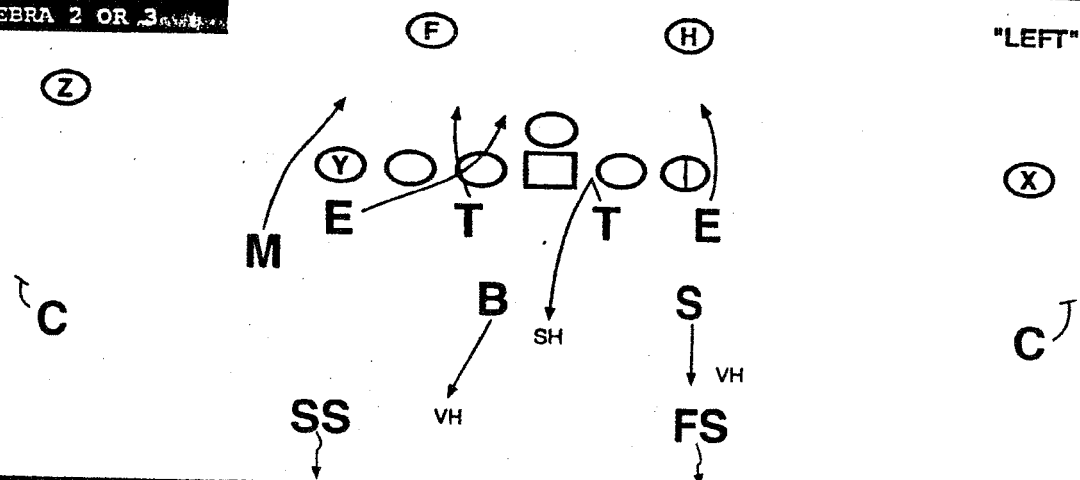
STUNT ZEBRA

BY ADDING THE TAG OF ZEBRA TO A ZONE PRESSURE DEFENSE, WE ARE TELLING THE NOSE IN OKIE -- OR A TACKLE IN LOAD / DIME -- TO DROP TO THE SHORT HOLE AFTER SECURING HIS RUN GAP AND READING PASS.

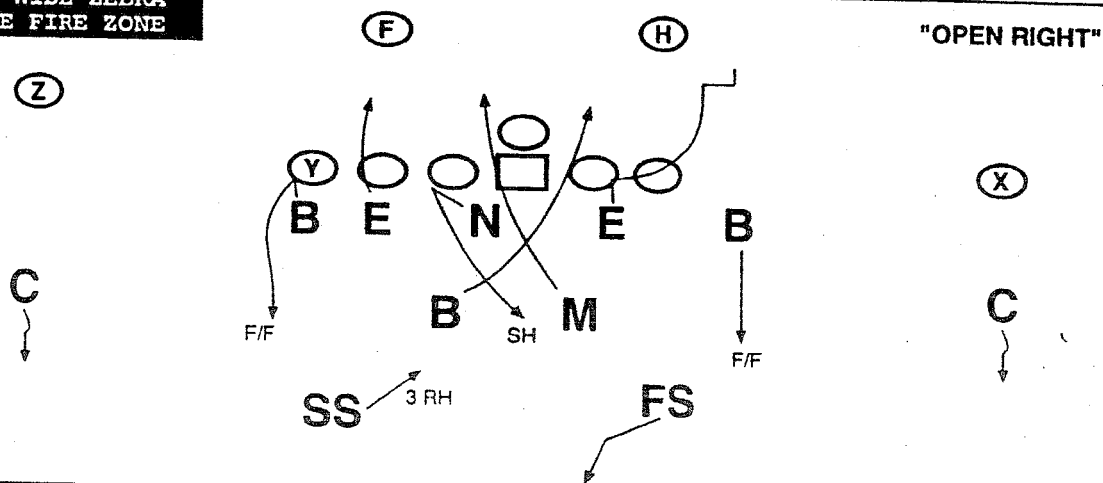
SPIKE TILT ZEBRA FIRE ZONE



LOAD TEX LEFT ZEBRA 2 OR 3



EAGLE WIDE ZEBRA INSIDE FIRE ZONE



RUSH STUNTS



PANTHERS DEFENSE
1997 TRAINING CAMP

MTG #1
PG 75

FIRE ZONE (GENERAL)

FIRE ZONE IS A 5 MAN RUSH DEFENSE WITH 3 UNDER/3DEEP ZONE COVERAGE BEHIND IT. CORNERS ALIGN LEFT AND RIGHT. SAFETIES ALIGN STRONG AND WEAK.

THE ZONES ARE DEFINED AS FOLLOWS:

I. UNDERNEATH ZONES

A. 2 FIRE-FLAT TECHNIQUES

- COLLISION FROM OUTSIDE-IN
- CARRY ANY SEAM ROUTE UPFIELD FROM OUTSIDE-IN UNTIL A RECEIVER ATTEMPTS TO CROSS YOUR FACE FROM INSIDE-OUT. WIDEN WITH THE ROUTE CROSSING YOUR FACE TO THE FLAT. MAINTAIN YOUR DEPTH ON UPFIELD ROUTE UNTIL YOU FEEL 3 RECEIVER HOOK OR FREE SAFETY HANDLING THE UPFIELD ROUTE. WHEN YOU FEEL THIS, JUMP THE ROUTE TO THE FLAT.

B. 3 RECEIVER HOOK

- WORK TO SIDE OF 3RD RELEASER INTO PATTERN. PUSH & GET POSITIVE TO THE #3 ROUTE TO THAT SIDE.
- ZONE OFF 3 INSIDE RECEIVERS WITH FIRE-FLAT PLAYERS

II. DEEP ZONES

A. CORNERS: FIRE ZONE 1/3

- NO 2 TO 1 READ, ENABLES CORNERS TO GET TIGHTER ON ROUTES BY #1 RECEIVERS. FIRE-FLAT PLAYERS WILL CARRY SEAMS TO FREE SAFETY.

B. MIDDLE 1/3

- BY ONE OF THE SAFETIES
- NORMAL MIDDLE 1/3 TECHNIQUE. BE AWARE OF STRESS AREAS AND VERTICAL INSIDE ROUTES.

NOTE: NO READ FORCE IN FIRE ZONES

OKIE ZONE BLITZ



PANTHERS DEFENSE
1997 TRAINING CAMP

MTG #1
PG 77

TILT FIRE ZONE

5 MAN RUSH DICTATED BY THE FORMATION. WE MAKE RIP/LIZ, ROB/LEE CALLS TO THE SIDE OF THE TILT. IF TILT CHANGES, WE CHANGE OUR CALLS. CALL GOES STRONG AGAINST I OR SPLIT BACKS.

NOTE: BY GAME PLAN WE CAN CHANGE OUT TILT RULES OR BRING RUSH TO A SPECIFIC JERSEY #.

PUSHERS

ENDS / NOSE

PLUG INTO STUNT CALLED FRO EXCAT RUN AND PASS
TECHNIQUE

ILB TO CALL

SPIKE:

BLITZ-B / TIME IT OUT AND/OR CHEAT UP / PRESSURE LANE

SCOOP / SLIP / BARK:

BLITZ-B TIGHT OFF THE ENDS TAIL / PRESSURE LANE.

DAGGER:

DELAY BLITZ BETWEEN END & OLB / PRESSURE LANE.

OLB TO CALL

SPIKE:

FOLD INTO A-GAP BEHIND ILB / PRESSURE LANE

RIZO / SCOOP / SLIP / BARK:

9 TECH / CONTAIN RUSH

DAGGER:

FOLD INTO A-GAP ON SNAP / PRESSURE LANE

SUNDER / S DEE

OLB AWAY FROM CALL:

FIRE/FLAT

ILB AWAY FROM CALL:

3 RECEIVER HOOK

SAFETY TO CALL:

FIRE/FLAT / FORCE IN SPIKE & DAGGER, PLUG IN
NO CALL

SAFETY AWAY FROM CALL:

MIDDLE 1/3

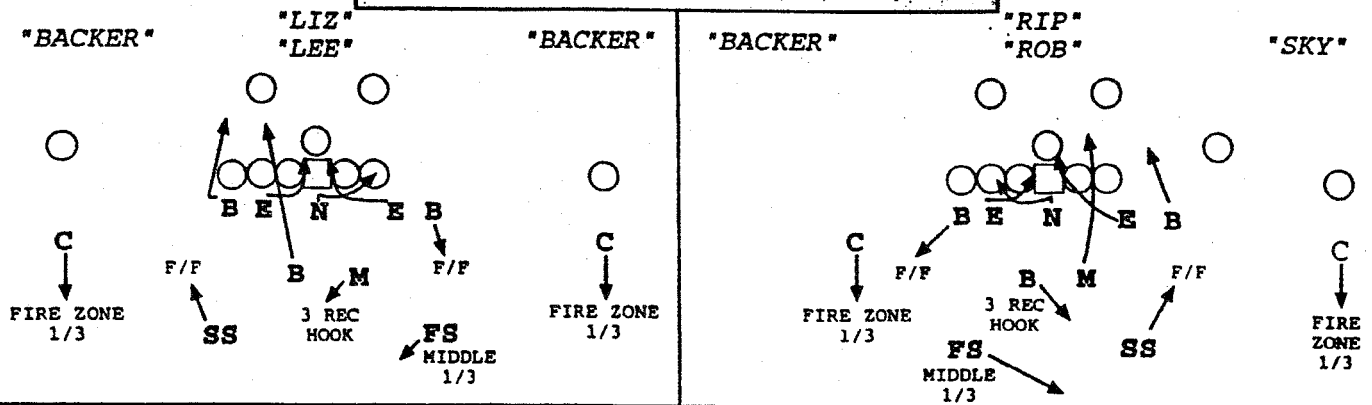
CORNERS:

FIRE ZONE 1/3

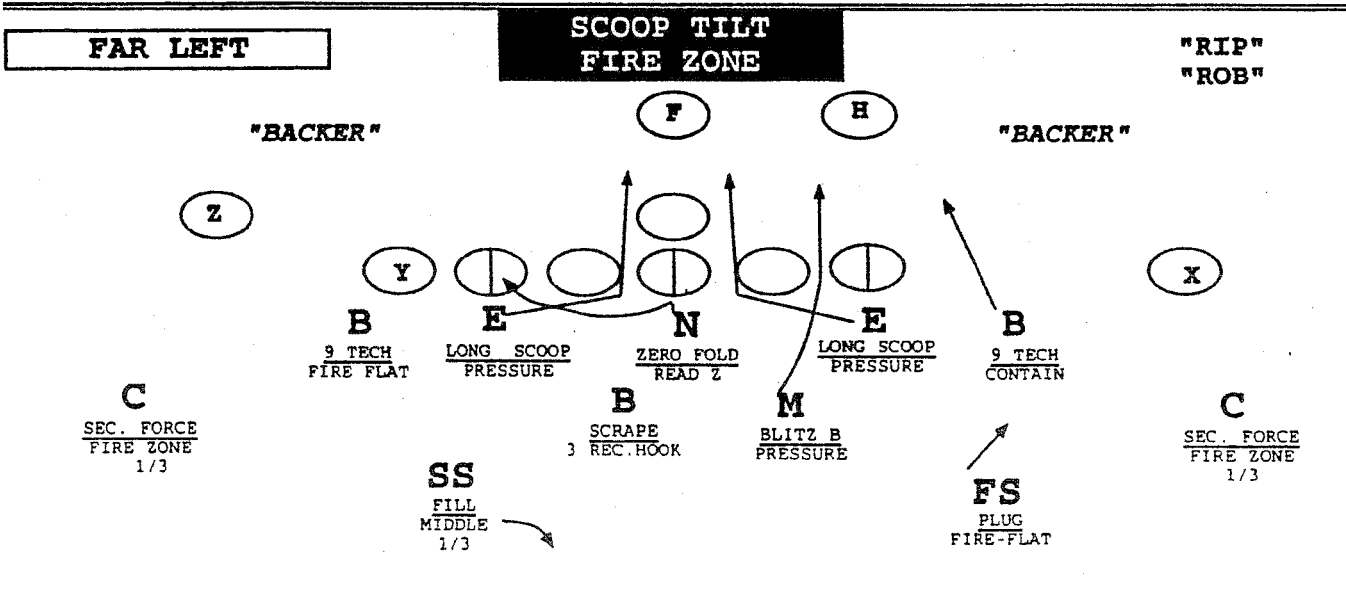
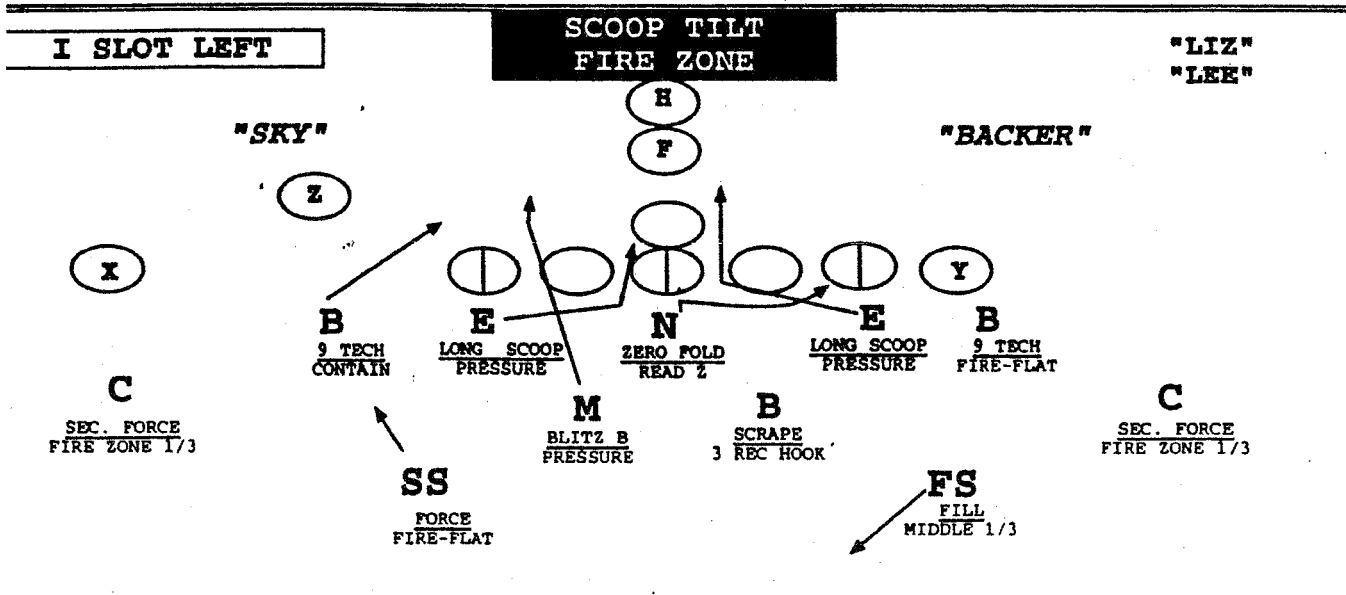
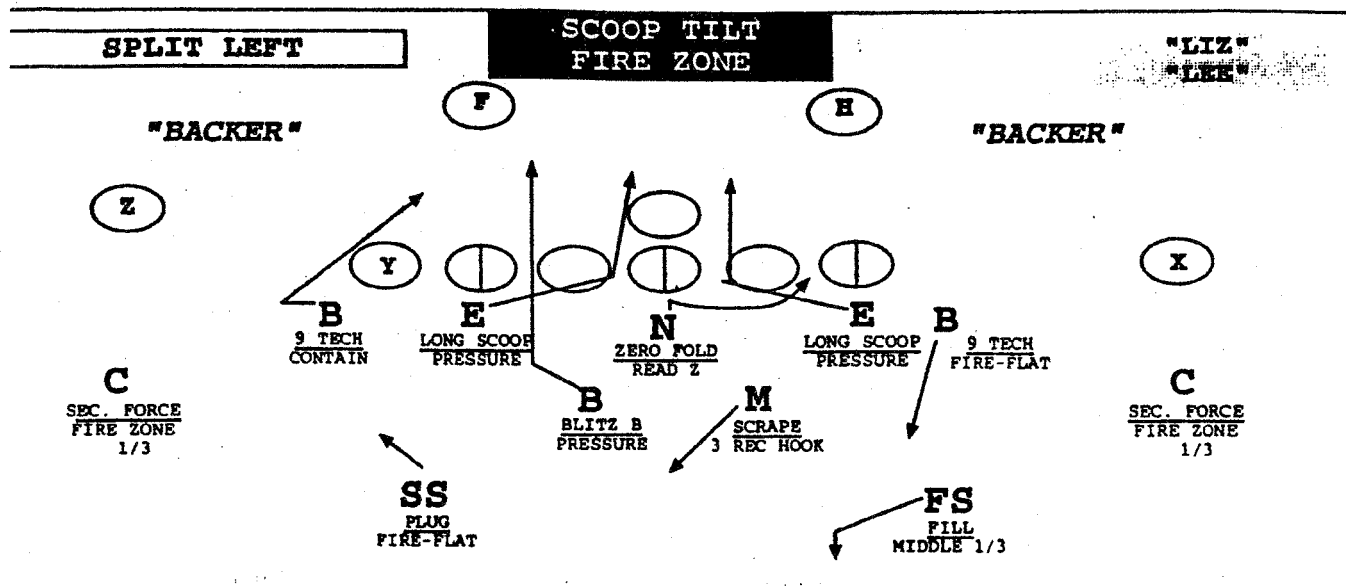
OKIE ZONE BLITZ

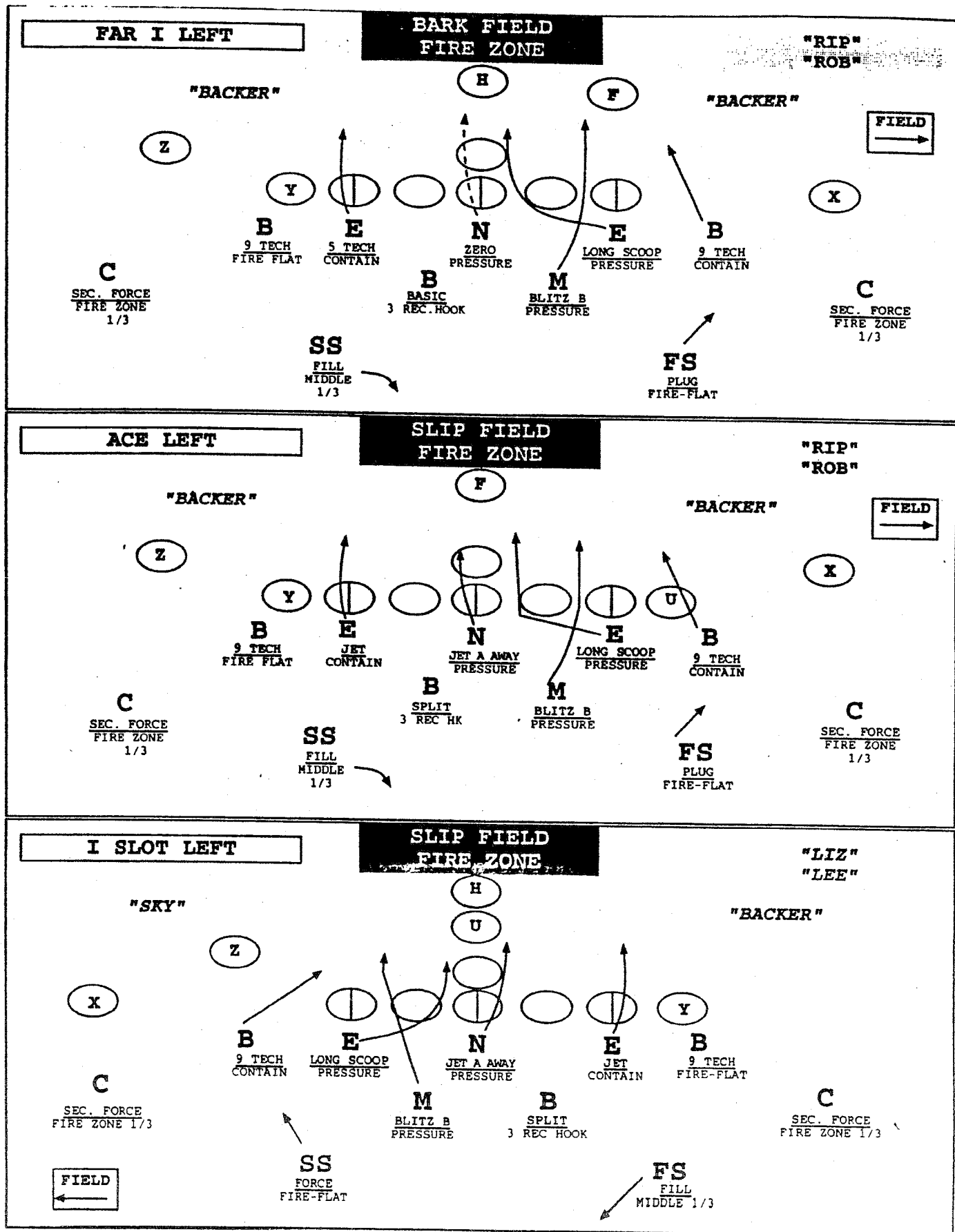


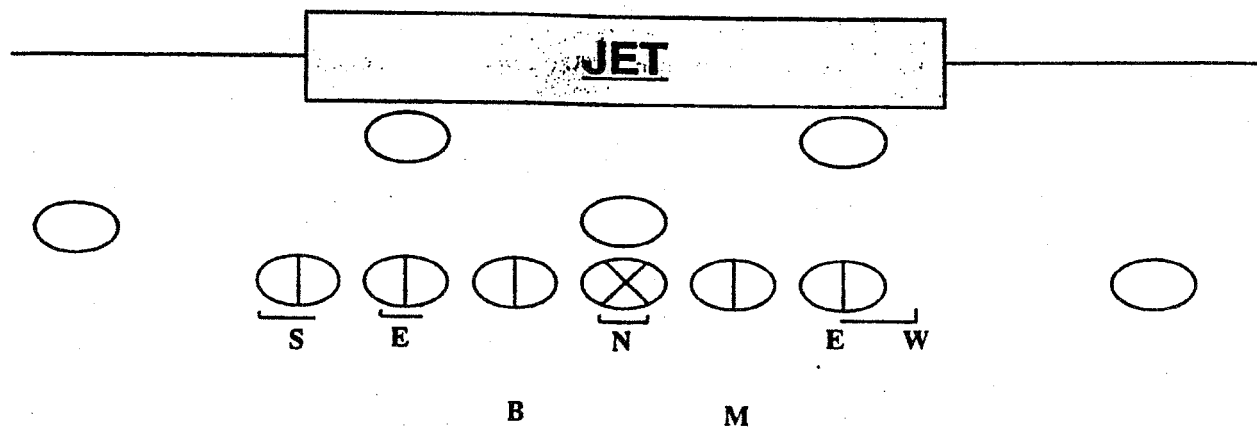
TILT FIRE ZONE



POSITION	ALIGNMENT	KEY	RUN RESPONSIBILITY	PASS RESPONSIBILITY
ENDS	HEAD UP OT	BALL OT OG	NO CALL = LONG SCOOP A GAP SPIKE = JET C GAP	SCOOP = LONG SCOOP A GAP/ PRESSURE LANE SPIKE = JET CONTAIN
NOSE	HEAD UP ON OC	BALL OC	NO CALL = ZERO FOLD SPIKE = JET TO A GAP AWAY FROM RIP/LIZ	SCOOP = Z AWAY FROM RIP/LIZ SPIKE = JET TO A GAP AWAY FROM RIP/LIZ
OLB TO CALL	NO CALL - 9 ALIGN SPIKE - 6 ALIGN	BALL TE	NO CALL = FORCE SPIKE = FOLD TO A GAP	SCOOP = CONTAIN RUSH SPIKE = FOLD TO A GAP, PRESSURE LANE
OLB AWAY FROM CALL	9 TECHNIQUE	TE OT NEAR BACK	BACKER	FIRE/FLAT
ILB TO CALL	HEAD UP OG	BACKS OG	NO CALL - SCRAPE B TO C SPIKE - BLITZ B GAP	SCOOP = BLITZ B SPIKE = BLITZ B, TIME IT OUT AND/OR CHEAT UP 1ST MAN THRU/PRESSURE LANE
ILB AWAY FROM CALL	HEAD UP OG	BACKS OG	NO CALL - SCRAPE C SPIKE - BASIC	3 RECEIVER HOOK
SAFETY TO CALL	STRONG & WEAK 2 DEEP DISGUSE	#2 TO QB	SPIKE = FORCE NO CALL = PLUG	FIRE/FLAT
SAFETY AWAY FROM CALL	STRONG & WEAK 2 DEEP DISGUSE	THRU UNCOVERED OL TO BACKS	FILL	MIDDLE 1/3
CORNERS	RT/LT ON #1 OUTSIDE SHADE 8-10 YDS	BALL TO #1 NO 2 TO 1 READ	SECONDARY FORCE	FIRE ZONE 1/3



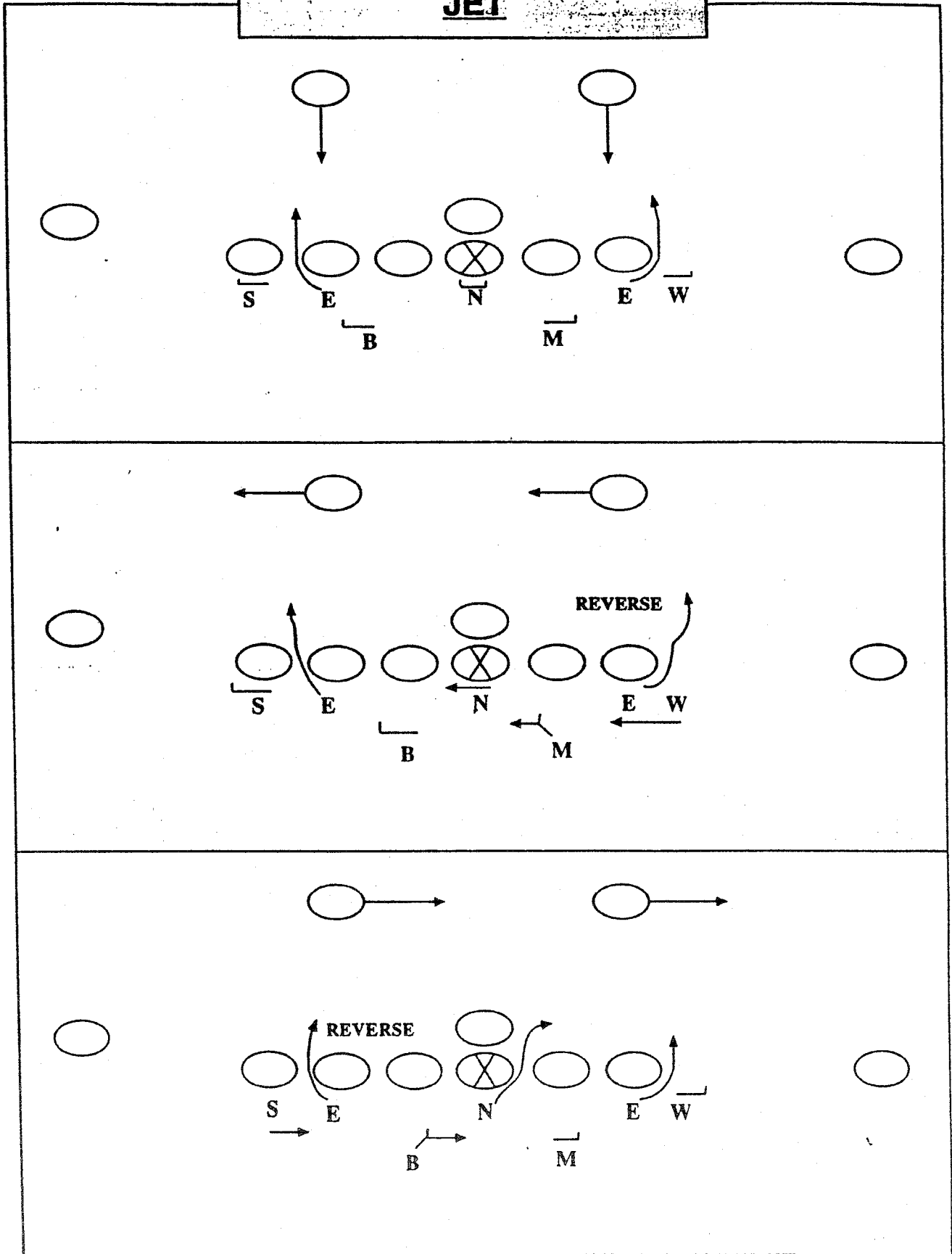




POSITION	TECHNIQUES & ALIGNMENTS	KEYS	RESPONSIBILITIES
CLOSED OLB	1. 6 OR 9 2. 6 - SHADE 3. 9 - FOOT	TRIANGLE 1. TE 2. NEAR BACK 3. ON LINEMAN 4. OFF LINEMAN	1. D-GAP 2. FLOW TO: PLUG OR FORCE 3. FLOW AWAY: BACKSIDE B-GAP (FOLD)
STRONG END	1. JET PASS RUSH 2. OUTSIDE SPLIT OF OFFENSIVE TACKLE	1. BALL 2. TACKLE 3. FLOW	1. PASS RUSH 2. C-GAP ON FLOW TO YOU, CHASE AND REVERSE ON FLOW AWAY 3. PLAY CALL OF OLB (YOU CALL)
BUCK	1. BASIC 2. HEAD ON 2 1/2 - 4 YDS. DEEP	TRIANGLE 1. BACK 2. GUARD	1. B-GAP 2. FLOW TO: B-GAP TO PURSUIT 3. FLOW AWAY: BACKSIDE A-GAP TO PURSUIT 4. FIT OFF NOSE'S JET
NOSE	1. "0" TECHNIQUE 2. HEAD UP ON CENTER	1. BALL 2. GUARD TO SIDE OF RUSH 3. FLOW	1. PASS RUSH 2. A-GAP AWAY FROM 4TH RUSHER 3. CHASE ON FLOW AWAY COACHING POINT BY CALL, THE NOSE COULD BE JETTING TO A-GAP AWAY FROM 4TH RUSHER
MAC	1. BASIC 2. HEAD ON 2 1/2 - 4 YDS. DEEP	TRIANGLE 1. BACK 2. GUARD	1. B-GAP 2. FLOW TO: B-GAP TO PURSUIT 3. FLOW AWAY: BACKSIDE A-GAP TO PURSUIT 4. FIT OFF NOSE'S JET
WEAK END	1. JET PASS RUSH 2. OUTSIDE SPLIT OF OFFENSIVE TACKLE	1. BALL 2. TACKLE 3. FLOW	1. PASS RUSH 2. C-GAP ON FLOW TO YOU, CHASE AND REVERSE ON FLOW AWAY 3. PLAY CALL OF OLB (YOU CALL)
OPEN OLB	1. 6 OR 9 2. 6 - HEAD 3. 9 - FOOT	TRIANGLE 1. NEAR BACK 2. INSIDE 3. OFFSIDE	1. D-GAP 2. FLOW TO: PLUG OR FORCE 3. FLOW AWAY: BACKSIDE B-GAP

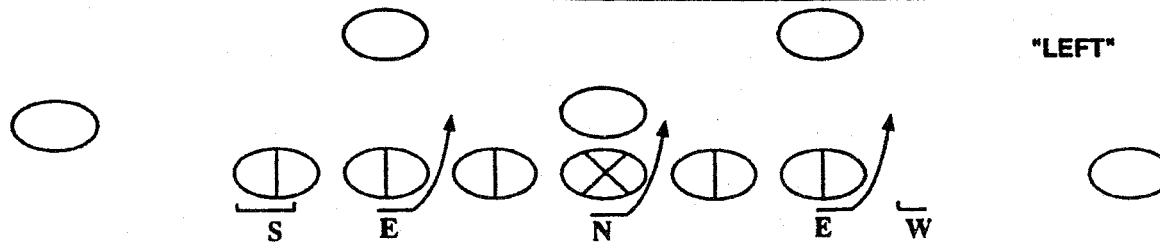
OKIE FRONTS

JET



OKIE FRONTS

ANGLE (ALSO ALL VARIATIONS)



NOTE:
NEED DIRECTION CALL FROM ILB

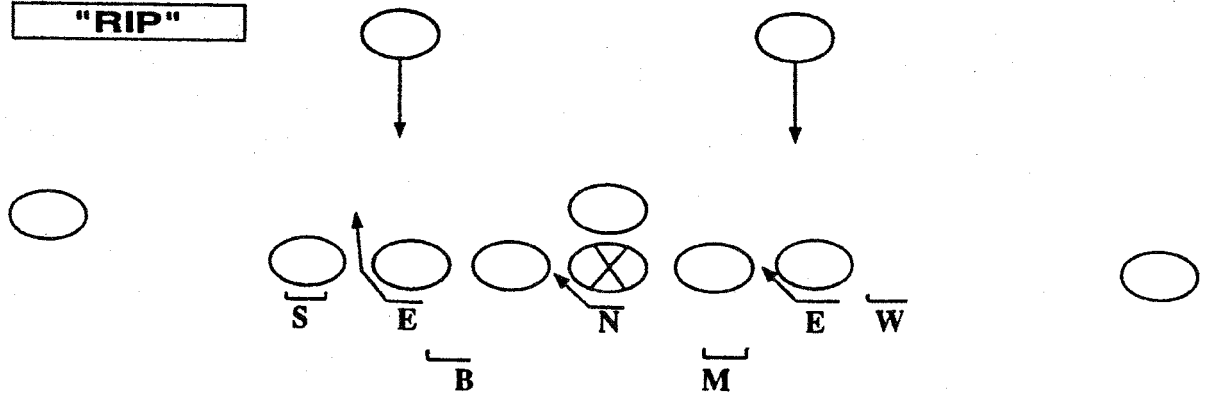
POSITION	TECHNIQUES & ALIGNMENTS	KEYS	RESPONSIBILITIES
Y OLB	<ol style="list-style-type: none"> 6 OR 9 6 - SHADE 9 - FOOT 	TRIANGLE <ol style="list-style-type: none"> TE NEAR BACK ONSIDE OFFSIDE 	<ol style="list-style-type: none"> D-GAP OR FORCE FLOW TO : PLUG OR FORCE FLOW AWAY : BACKSIDE-GAP REVERSE IF FORCE
END AWAY FROM CALL	<ol style="list-style-type: none"> SLANT TECHNIQUE HEAD-UP ON TACKLE 	<ol style="list-style-type: none"> TACKLE VISION TO TE FLOW 	<ol style="list-style-type: none"> C-GAP, BLOCKER LEVERAGE ON FLOW TO YOUR SIDE CONTAIN ON PASS
ILB AWAY FROM CALL	<ol style="list-style-type: none"> SPLIT HEAD-UP ON OG 	TRIANGLE <ol style="list-style-type: none"> BACK GUARD-FLOW 	<ol style="list-style-type: none"> B-GAP FLOW TO : B-GAP TO PURSUIT FLOW AWAY : PURSUIT - KNOW CUTBACK THREAT OPPOSITE A GAP
NOSE	<ol style="list-style-type: none"> SLANT TECHNIQUE AWAY FROM CALL HEAD-UP ON CENTER 	<ol style="list-style-type: none"> BALL GUARD 	<ol style="list-style-type: none"> A-GAP AWAY FROM CALL. WORK INSIDE-OUT ON FLOW TO YOU. PRESSURE LANE ON PASS
ILB TO CALL	<ol style="list-style-type: none"> SCRAPE ON GUARD 3 TO 4 1/2 YDS DEEP 	TRIANGLE <ol style="list-style-type: none"> BACK GUARD-FLOW 	<ol style="list-style-type: none"> C OR D-GAP BY OLB TECHNIQUE FLOW TO: C OR D-GAP TO PURSUIT FLOW AWAY: PURSUIT - KNOW CUTBACK. THREAT - BACKSIDE A-GAP
END TO CALL	<ol style="list-style-type: none"> SLANT-INSIDE HEAD-UP ON TACKLE 	<ol style="list-style-type: none"> BALL GUARD 	<ol style="list-style-type: none"> B-GAP, WORK INSIDE-OUT ON FLOW TO YOU. PURSUE ON FLOW AWAY PRESSURE LANE ON PASS
OPEN OLB	<ol style="list-style-type: none"> 6 OR 9 6 - SHADE 9-FOOT 	TRIANGLE <ol style="list-style-type: none"> NEAR BACK ONSIDE OFFSIDE 	<ol style="list-style-type: none"> C-GAP OR D-GAP FLOW TO: PLUG OR SPILL FLOW AWAY: BACKSIDE C-GAP REVERSE IF FORCE

OKIE FRONTS

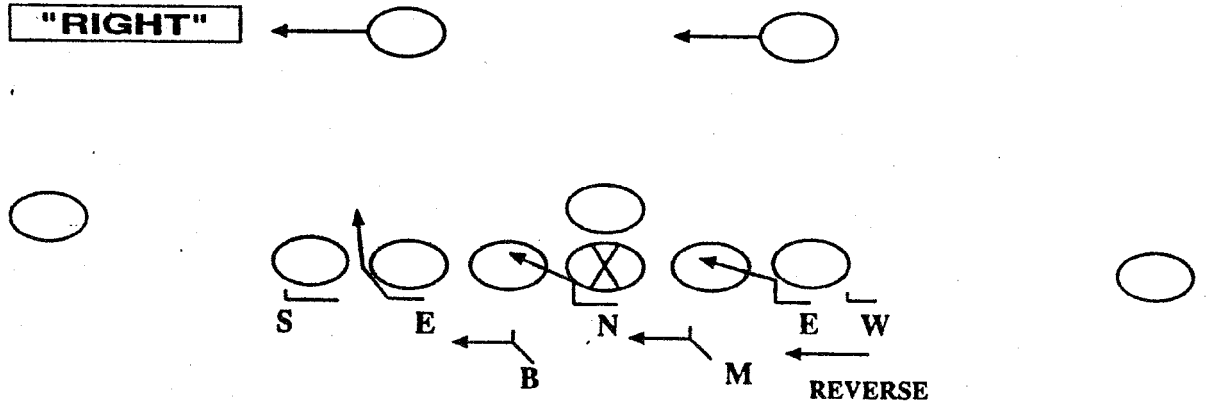


ANGLE

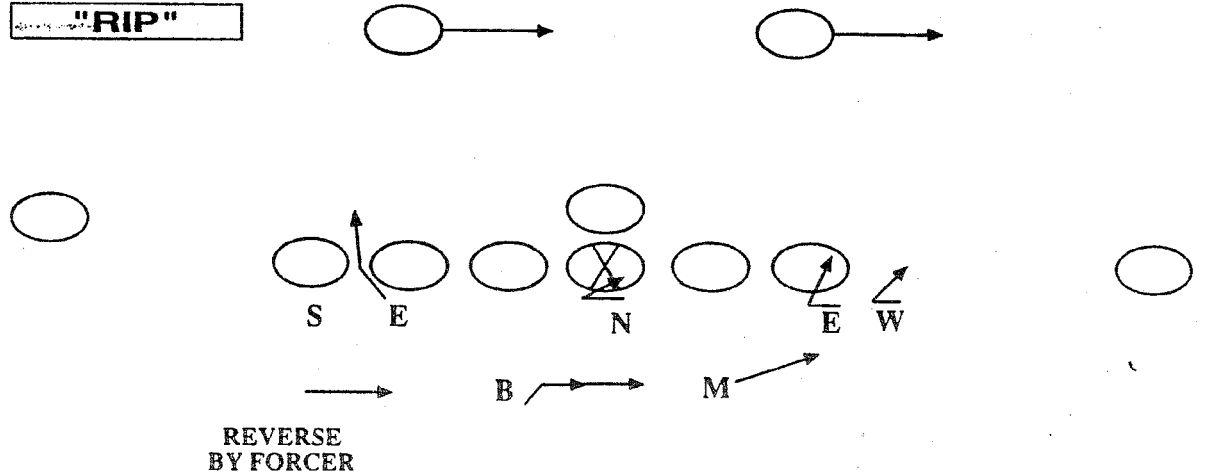
"RIP"



"RIGHT"

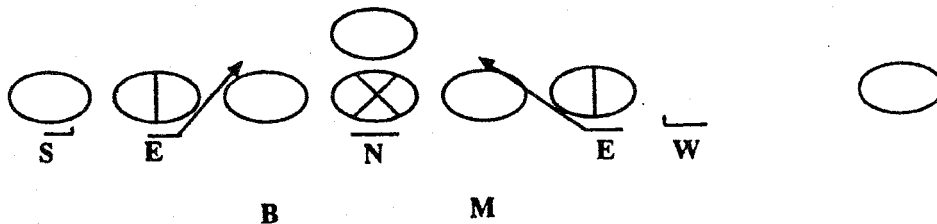


"RIP"



OKIE FRONTS

RAM

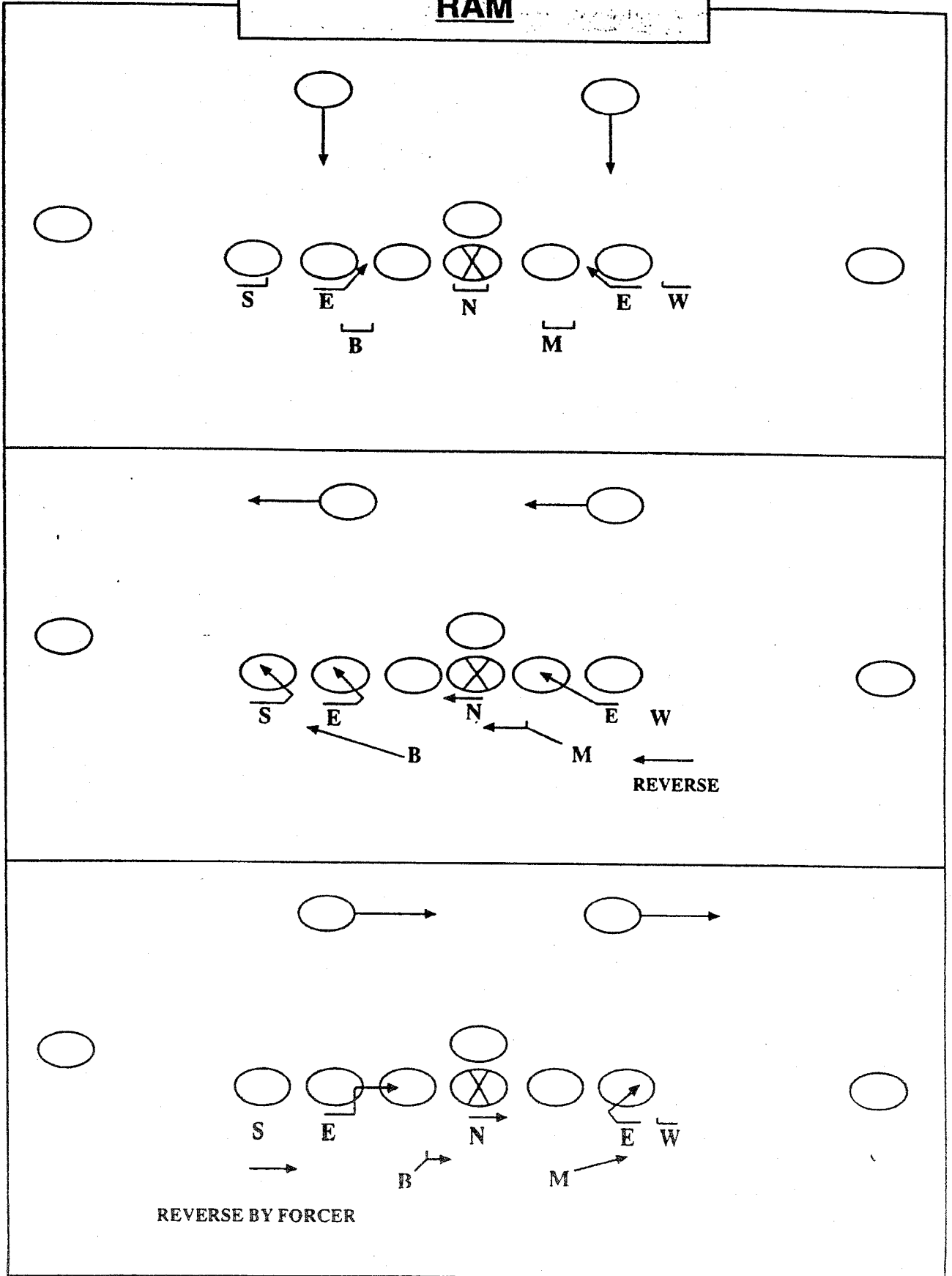


POSITION	TECHNIQUES & ALIGNMENTS	KEYS	RESPONSIBILITIES
CLOSED OLB	<ol style="list-style-type: none"> 6 OR 9 6 - SHADE 9 - FOOT 	TRIANGLE <ol style="list-style-type: none"> TE ONSIDE OFFSIDE 	<ol style="list-style-type: none"> D-GAP OR FORCE FLOW TO: PURSUIT OR FORCE FLOW AWAY: BACKSIDE C-GAP REVERSE IF FORCE
CLOSED END	<ol style="list-style-type: none"> SLANT-INSIDE HEAD-UP ON TACKLE 	<ol style="list-style-type: none"> BALL GUARD FLOW 	<ol style="list-style-type: none"> B-GAP, WORK INSIDE-OUT ON FLOW TO YOU. PURSUE ON FLOW AWAY PASS RUSH. PLAY CALL OF OLB
BUCK	<ol style="list-style-type: none"> SCRAPE ALIGN ON 3-4 1/2 YDS. DEEP 	TRIANGLE <ol style="list-style-type: none"> BACK GUARD-FLOW 	<ol style="list-style-type: none"> C OR D-GAP BY OLB TECHNIQUE FLOW TO: C OR D-GAP TO PURSUIT FLOW AWAY: PURSUIT-KNOW CUTBACK THREAT BACKSIDE A GAP
NOSE	<ol style="list-style-type: none"> 0 TECHNIQUE HEAD-UP ON CENTER 	<ol style="list-style-type: none"> CENTER VISION TO GUARDS FLOW 	<ol style="list-style-type: none"> FLOW SIDE A-GAP ON LOS PASS RUSH IN QB FACE (POSSIBLE Z TO CONTAIN)
MAC	<ol style="list-style-type: none"> BASIC ALIGN ON OG 3-4 1/2 YDS. DEEP 	TRIANGLE <ol style="list-style-type: none"> BACK GUARD-FLOW 	<ol style="list-style-type: none"> C OR D-GAP BY OLB TECHNIQUE FLOW TO: C OR D-GAP TO PURSUIT FLOW AWAY: PURSUIT - KNOW CUTBACK THREAT BACKSIDE A GAP
WEAK END	<ol style="list-style-type: none"> SLANT-INSIDE MEAD UP ON TACKLE 	<ol style="list-style-type: none"> BALL GUARD FLOW 	<ol style="list-style-type: none"> B-GAP, WORK INSIDE-OUT ON FLOW TO YOU. PURSUE ON FLOW AWAY PASS RUSH, PLAY CALL OF OLB
OPEN OLB	<ol style="list-style-type: none"> 6 OR 9 6 - SHADE 9 - FOOT 	TRIANGLE <ol style="list-style-type: none"> NEAR BACK ONSIDE OFFSIDE 	<ol style="list-style-type: none"> C OR D-GAP OR FORCE FLOW TO: PURSUE OR FORCE FLOW AWAY: BACKSIDE C-GAP REVERSE IF FORCE

OKIE FRONTS



RAM



OKIE FRONTS

DEFENSIVE LINE GAMES

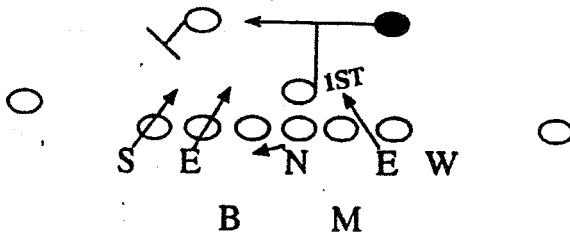
"Z"

END: RAM CHARGE B- GAP ON BALL MOVEMENT. REDIRECT BEHIND L.O.S. ON RUN. PRESSURE QB ON PASS.

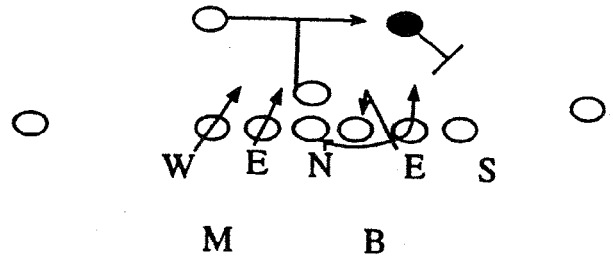
NOSE: 0 READ TECHNIQUE. POST UP OC, ON FLOW TO PLAY FLOW A-GAP TO BALL PURSUIT. ON FLOW AWAY, FOLD TO C-GAP TO BALL PURSUIT. ON PASS CONTAIN RUSH TO PRESSURE THE QB.

NOTE: STUNT IS RUN BY NOSE AND END AWAY FROM 4TH RUSHER.

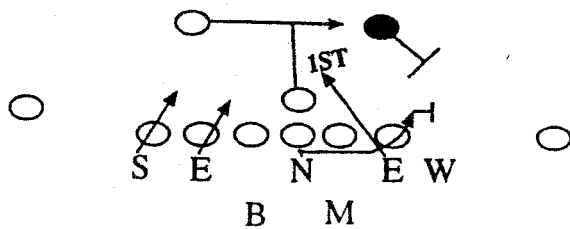
RUN AWAY



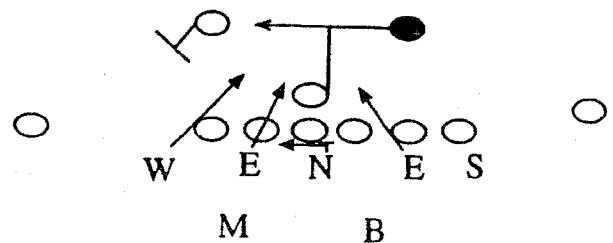
RUN TO



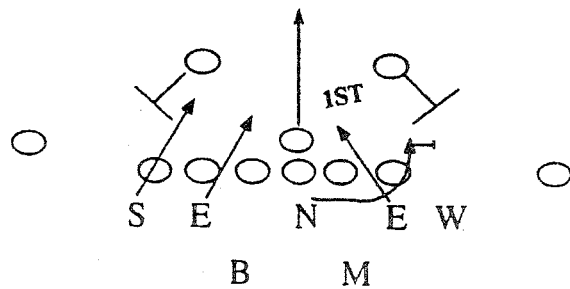
RUN TO



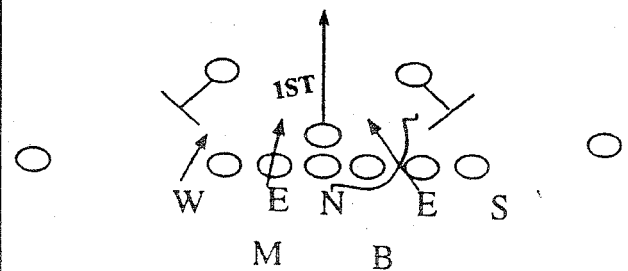
RUN AWAY



DROP BACK PASS



DROP BACK PASS



OKIE RUSH STUNTS



PANTHERS DEFENSE
1997 TRAINING CAMP

MTG 01
PG 89

SMOKE 8

SMOKE 8 IS A 4 UNDER, 3 DEEP ZONE DEFENSE THA INVOLVES THE STRONG SAFETY A S THE 4TH RUSHER. THE SS WILL HIT THE B OR C-GAP BY HUDDLE CALL OF THE DEFENSE. SS WILL MAKE RT/LT CALL TO THE SIDE HE IS HITTING, ILB'S WILL REINFORCE THE CALL. VS. Y-MOTION SS WILL RUN WITH Y AND MAKE NEW RT/LT CALL. ILB'S MUST BO AWAY FROM SS.

OUTSIDE BACKERS - BACKER OR READ / NO SPILL
- PLAY CURL/FLAT HOLDING OFF ANY POTENTIAL 7 ROUTE AND BREAKING UP ON 3 ROUTE

BUC AND MAC - PLAY HOOK/CURL TO YOUR SIDE
- BE AWARE OF BO AWAY FROM SS.

CORNERS - ALIGN LEFT AND RIGHT
- PLAY A TIGHT OUTSIDE 1/3
- ALIGN INSIDE OR OUTSIDE DEPENDING ON THE SPLIT OF THE WR. READ THRU #2 TO #1 AND APPLY LEVERAGE TO THREATENED AREA.

STRONG SAFETY - ALIGN TO Y
- HIT B OR C-GAP BY CALL
- BE READY TO CHANGE RT/LT CALL WITH Y-MOTION. TIME RUSH FROM AN APPROPRIATE ALIGNMENT. COME OFF BUTT OF TE ON DOWN BLOCK.

JET = B-GAP
ANGLE = C-GAP
RAM Z=C-GAP

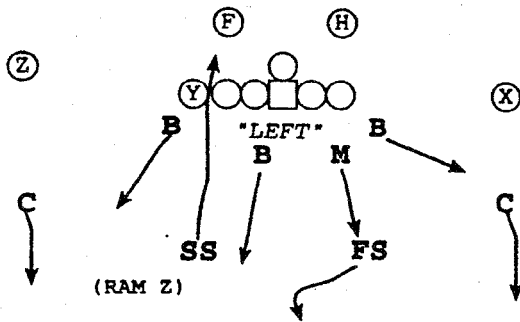
FREE SAFETY - ALIGN OPEN AND PLAY DEEP MIDDLE 1/3

OKIE COVERAGE



SMOKE 8

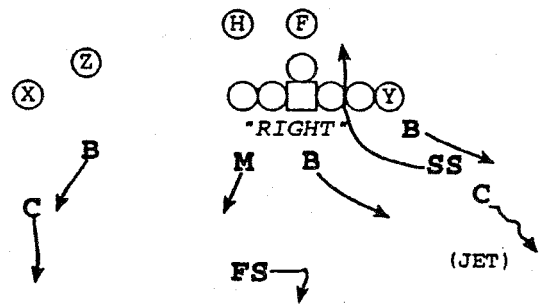
"Backer"



"Backer"

"Backer"

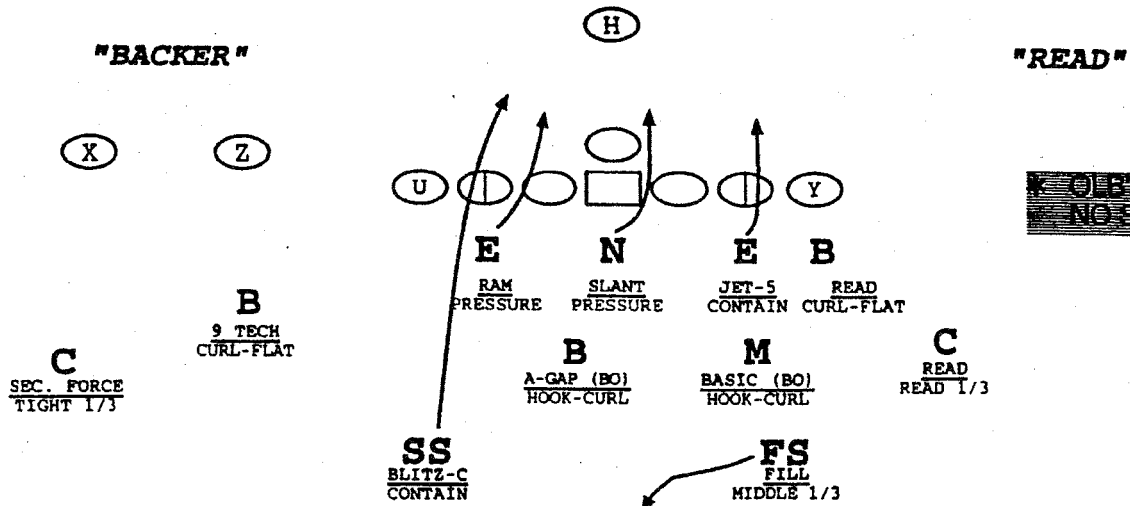
"Read"



POSITION	ALIGNMENT	KEY	RUN RESPONSIBILITY	PASS RESPONSIBILITY
OUTSIDE BACKERS	9 OR 6 WITH READ	-TE -NEAR BACK -OT	9 - FORCE READ - 6 OR FORCE	CURL-FLAT
BUG / MAG	DEPENDS ON FRONT CP: BE AWARE OF SS FOR BO ALIGNMENT			HOOK-CURL
STRONG SAFETY	BY GAME PLAN AND SITUATION (POSSIBLE UP)	TE BLOCK & BACKS	PLUG OR PUTSUIT BY GAP HITTING B = PURSUIT C = PLUG	C-GAP = PASS CONTAIN B-GAP = INSIDE RUSH LANE
FREE SAFETY	WEAK OG/OT GAP X 12 YARDS	THRU UNCOVERED LINEMAN TO BACKS	FILL	DEEP MIDDLE 1/3 CP - ELIMINATE ANY DEEP ROUTE IN POST AREA. BREAK AND COVER GROUND.
CORNERS	OUTSIDE OR INSIDE SHLD. BY SPLIT OF WR X 8-10 YDS.	THRU #2 TO QB	RUN TO: SECONDARY FORCE RUN AWAY: ARC	DEEP OUTSIDE 1/3 TIGHT 1/3 TECHNIQUE

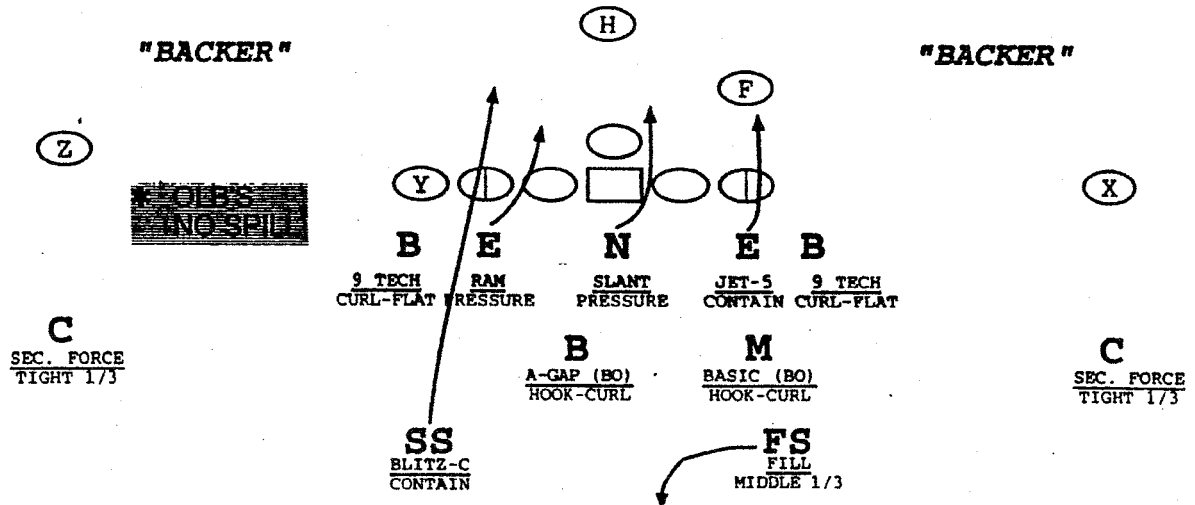
ACE TRIPS SLOT LT

ANGLE SMOKE 8



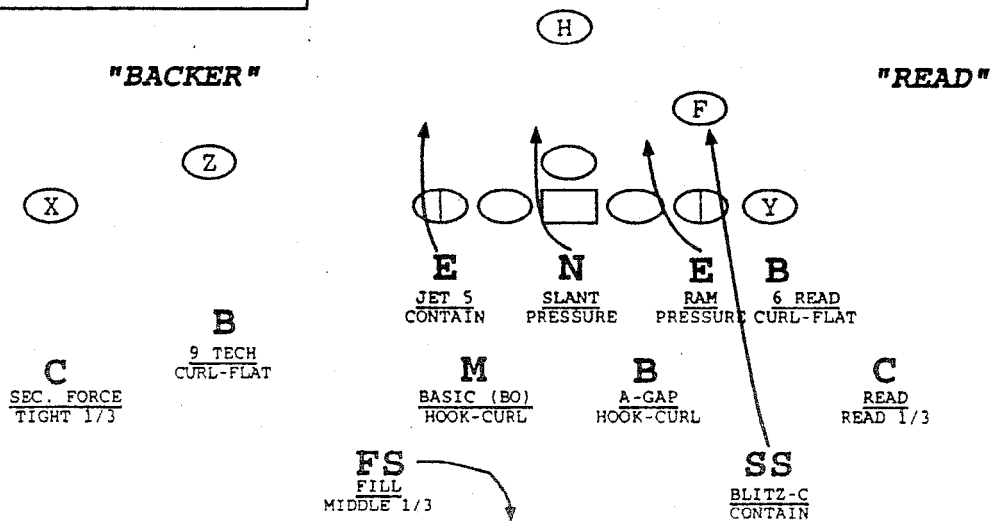
FAR I LEFT

ANGLE SMOKE 8



NEAR I SLOT LT

ANGLE SMOKE 8



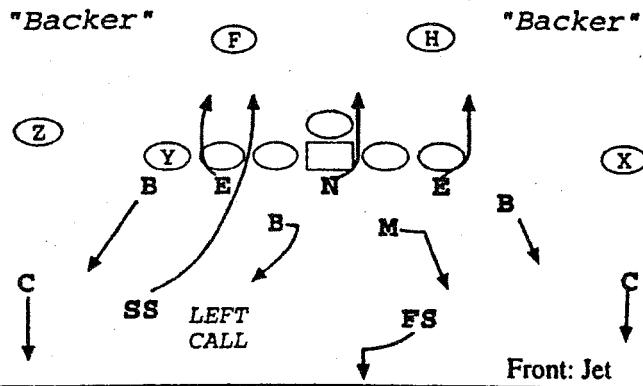
SMOKE 8

<p>TWIN SLOT RIGHT/H-WIDE 1</p> <p>"Backer" (F) "Backer"</p> <p>SS LEFT CALL FS Front-Jet</p>	<p>TWIN SLOT RIGHT/H-WIDE/Z-MOTION 2</p> <p>"Backer" (F) "Backer"</p> <p>SS LEFT CALL FS Front-Ram-Z</p>
<p>TRIPS SLOT LEFT/F-WIDE WEAK 3</p> <p>"Backer" (H) "Backer"</p> <p>SS LEFT CALL FS Front-Ram-Z</p>	<p>TRIPS SLOT LT/H-WD WEAK/Z-MOTION 4</p> <p>"Backer" (F) "Backer"</p> <p>SS LEFT CALL FS Front-Jet</p>
<p>I RIGHT/Y-MOTION 5</p> <p>"Backer" (H) (F) "Backer"</p> <p>SS LEFT CALL FS Front-Jet</p>	<p>TENS I RIGHT/Y-MOTION 6</p> <p>"Read" to "Backer" (H) (F) "Backer"</p> <p>SS LEFT CALL FS Front-Ram-Z</p>
<p>TWIN LEFT/Y-OFF/H-WIDE/Y-3 7</p> <p>"Backer" (F) "Backer"</p> <p>SS LEFT TO RIGHT FS Front-Ram-Z</p>	<p>ACE LEFT/Y-OFF/Y-MOTION 8</p> <p>"Backer" (H) "Backer"</p> <p>SS LEFT TO RIGHT FS Front-Jet</p>

SMOKE 8

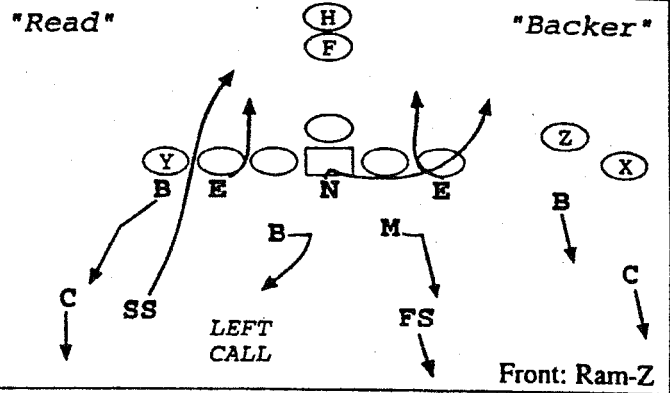
SPLIT LEFT

1



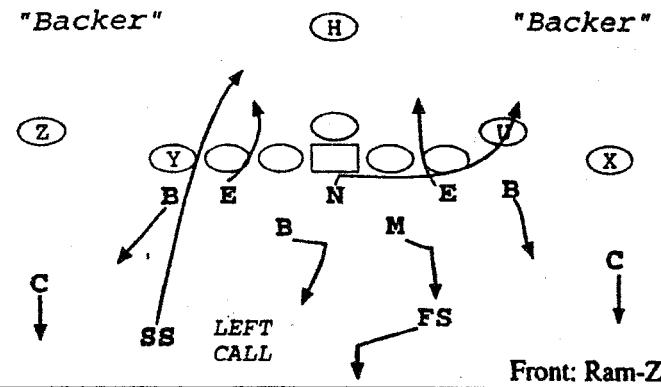
I SLOT RIGHT

2



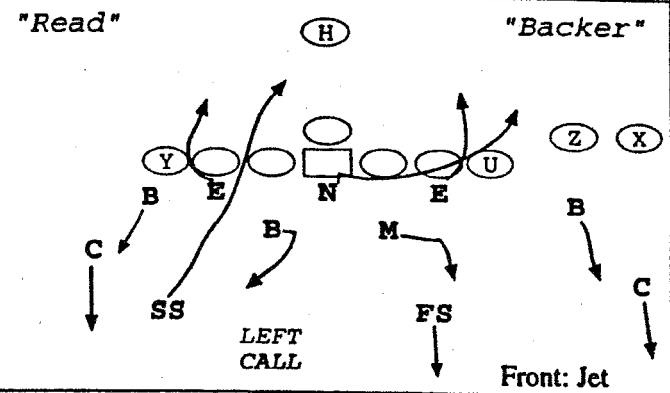
FACE LEFT/ U-OFF

3



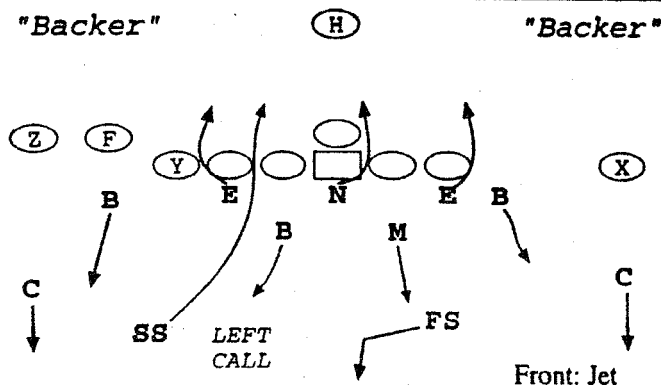
ACE TRIPS SLOT RIGHT

4



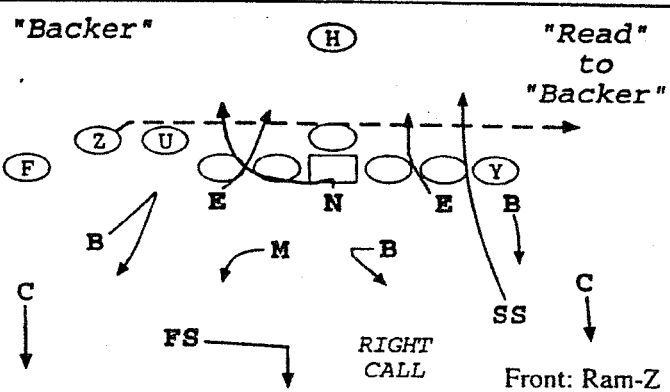
ACE TRIPS LEFT

5



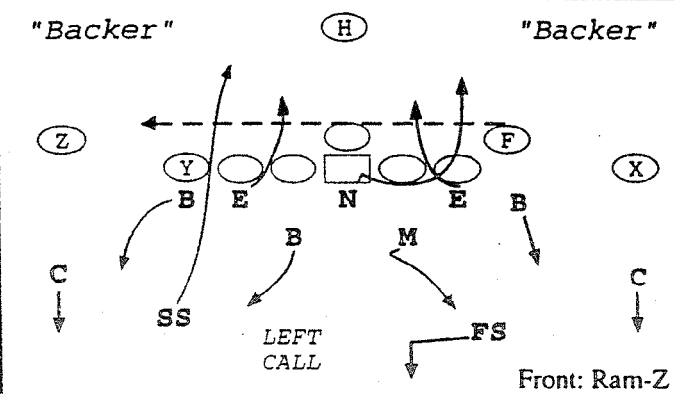
ACE TRIPS SLOT LEFT/ Z-MOTION

6



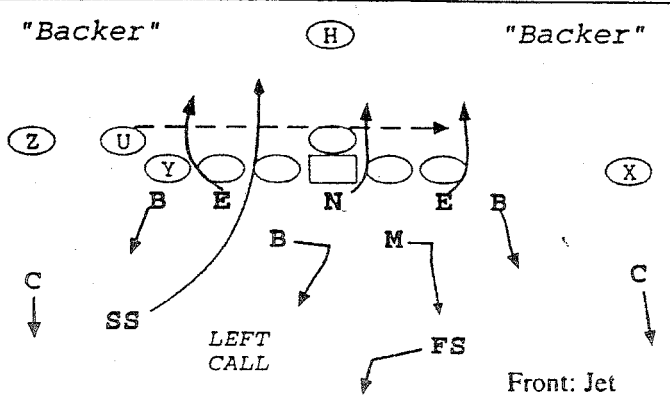
ACE LEFT/ U-3

7



ACE TRIPS LEFT/ U-2

8



"This is a great lesson. If you go out with one focus in mind, to contribute to the team's success, all these individual accolades will take care of themselves

No one started off the year saying we were going to win these awards. We started off saying we wanted to be a great team and win a championship."

Michael Jordan (June '96)
Chicago Bulls
4-time NBA Champion
4-time NBA MVP

DEFENSIVE PHILOSOPHY



1997 TRAINING CAMP

DEFENSE MTG #3

OPEN & CLOSED

OPEN SIDE = SIDE OPPOSITE TIGHT END

CLOSED SIDE = SIDE TOWARD TIGHT END

LIT LEFT 1 	TWIN LEFT 2 	TRIPS LEFT / F-WING 3
LIT SLOT LEFT 4 	TWIN SLOT LEFT / F-WING 5 	TRIPS SLOT LEFT / H-CLOSE 6
IN LEFT/H-CRACK 7 	TWIN LEFT/H-WIDE 8 	TWIN SLOT LEFT/H-WIDE 9
TRIPS LEFT/H-CRACK 10 	TRIPS LEFT/H-WIDE 11 	TRIPS SLOT LEFT/H-WIDE WEAK 12
SPLIT LEFT/Y WIDE 13 	TRIPS LEFT/Y CRACK / H CLOSE 14 	SPLIT SLOT LEFT/Y WIDE 15
CE LEFT 16 	ACE TRIPS SLOT LEFT/U-WIDE 17 	ACE TRIPS SLOT LEFT 18
KINGS LEFT 19 	KINGS TRIPS LEFT 20 	KINGS TRIPS SPEED LEFT 21
QUEENS LEFT 22 	I LEFT/Y-TREY-Q 23 	TWIN SLOT LEFT/H-WIDE/Z-DEUCE-F 24

OKIE GENERAL



OPEN & CLOSED versus MOTION		OPEN SIDE - CLOSED SIDE				
SPLIT LEFT/Z-MOTION Open Right Closed Left		1	TWIN LEFT/H-CLOSE / H-3 Open Right Closed Left	2	TRIPS LEFT/F-WING/F-2 Open Right Closed Left	3
SPLIT SLOT LEFT/Z-MOTION Open Left Closed Right		4	SPLIT SLOT LEFT/H-2 LONG Open Left Closed Right	5	SPLIT SLOT LEFT/F-3 Open Left Closed Right	6
I LEFT/Y-OFF/Y-MOTION Open Right Closed Left		7	TWIN LEFT/H-WIDE/Y-OFF/ Y-3 Open Right Closed Left (Treat as Kings)	8	TRIPS LEFT/H-WIDE/Z-MOTION Open Right Closed Left	9
SPLIT LEFT/Y-OFF/ Y-YOVO Open Right Closed Left		10	I LEFT/Y-CRACK/Z-MOTION Open Right Closed Left	11	NEAR SLOT LEFT/Y-WIDE/Z-MOTION Open Left Closed Right	12
ACE LEFT/Z-MOTION Open Right Closed Left		13	ACE LEFT/X-3 Open Right Closed Left	14	ACE TRIPS SLOT LEFT/X-MOTION Open Left Closed Right	15
ACE SLOT LEFT/Z-MOTION Open Left Closed Right		16	ACE SLOT RIGHT/U-WIDE/Z-MOTION Open Right Closed Left	17	ACE LEFT/Y-OFF/Y-MOTION Open Right Closed Left	18
KINGS LEFT/Z-MOTION Open Left Closed Right		19	KINGS LEFT/W-3 Open Left Closed Right	20	KINGS TRIPS SPEED LEFT/Z-2 Open Left Closed Right	21
QUEENS LEFT/Z-MOTION Open Right Closed Left		22	TENS I LEFT/Z-MOTION Open Right Closed Left	23	CLUBS LEFT/Z-MOTION Open Right Closed Left	24

OKIE GENERAL



PANTHERS DEFENSE
1997 TRAINING CAMP

MTG #3
PG 3

REGULAR OPEN SIDE / CLOSED SIDE

OPEN SIDE
ALWAYS ON THE OPPOSITE SIDE OF THE ONLY TE (Y) IN THE GAME

CLOSED SIDE
ALWAYS TO THE SIDE OF THE ONLY TE (Y) IN THE GAME.

NOTE:
OPEN / CLOSED SIDE IS DETERMINED BY THE INITIAL FORMATION. THERE IS NO MOTION THAT CAN CHANGE IT. ONLY A SHIFT CAN POSSIBLY CHANGE THE CALL.

SPLIT LEFT Open Right Closed Left	FAR SLOT LEFT/Z-MOTION Open Left Closed Right	1 LEFT/Y-CRACK/Z-MOTION Open Right Closed Left
TWIN LEFT/H-CLOSE Open Right Closed Left	1 RIGHT/Y-OFF/Y-MOTION Open Left Closed Right	TRIPS SLOT LEFT/Y-OFF/H-WIDE WEAK/Y-2 Open Right Closed Left
FAR I SLOT LEFT/Y-WIDE/Z-MOTION Open Left Closed Right	NEAR I LEFT/Y-OFF/Y-YOYO Open Right Closed Left	TRIPS SLOT LEFT/F-TITE WEAK Open Right Closed Left
FAR I SLOT RIGHT/Y-WIDE/Z-MOTION Open Right Closed Left	TWIN LEFT/Y-OFF, H-CLOSE/Y-MOTION Open Right Closed Left	TWIN FAR SLOT LEFT/F-WING Open Left Closed Right

OKIE GENERAL

ACE OPEN SIDE / CLOSED SIDE

OPEN

1. IF BOTH TE'S ARE ON SAME SIDE, THE OPEN SIDE IS TO THE OTHER SIDE
2. IF ONE TE IS DISPLACED/ ONE IN D-AREA: THE OPEN SIDE IS TO THE VISUAL OPEN SIDE.
3. IF BOTH TE'S ARE IN THE D-AREAS OR DISPLACED OPPOSITE EACH OTHER, THE OPEN SIDE IS TO THE WEAK SIDE, UNLESS THERE IS A SLOT, THEN IT IS TO THE SLOT (ACE TRIPS SLOT)

CLOSED

1. IF BOTH TE'S ARE ON SAME SIDE, CLOSED SIDE IS TO THAT SIDE.
2. IF ONE TE IS DISPLACED/ ONE IN D-AREA: THE OPEN SIDE IS TO THE VISUAL OPEN SIDE.
3. IF BOTH TE'S ARE OPPOSITE EACH OTHER, CLOSED SIDE IS TO THE STRENGTH TE, UNLESS THERE IS A SLOT, THEN IT IS WEAK. (ACE TRIPS SLOT)

NOTE:

MOTION NEVER CHANGES THE OPEN/CLOSED SIDE

<p>ACE LEFT 1</p> <p>Open Right Closed Left</p>	<p>ACE TRIPS LEFT 2</p> <p>Open Right Closed Left</p>	<p>ACE TRIPS SLOT RIGHT 3</p> <p>Open Right Closed Left</p>
<p>ACE SLOT LEFT 4</p> <p>Open Left Closed Right</p>	<p>ACE TRIPS FLIP LEFT/U-OFF/U-2 5</p> <p>Open Left Closed Right</p>	<p>ACE LEFT/Y-CRACK 6</p> <p>Open Left Closed Right</p>
<p>ACE TRIPS SLOT RT/U-MIDDLE, Z-CLOSE/Z-2 7</p> <p>Open Right Closed Left *Kings</p>	<p>ACE T SLOT RIGHT (U DEUCE) 8</p> <p>Open Right Closed Left</p>	<p>ACE LEFT/Y&U-CRACK 9</p> <p>Open Right Closed Left</p>
<p>ACE FAR TRIPS SLOT RIGHT/X-MOTION 10</p> <p>Open Right Closed Left</p>	<p>ACE TRIPS SLOT RIGHT/Y-WIDE WEAK 11</p> <p>Open Left Closed Right</p>	<p>ACE FAR TRIPS SLOT LT/U-OFF, Y-WIDE/U-2</p> <p>Open Right Closed Left</p>

OKIE GENERAL



TENS

OPEN SIDE / CLOSED SIDE

OPEN

1. IF BOTH TE'S ARE OPPOSITE EACH OTHER IN D-AREAS OR DISPLACED, THE OPEN SIDE IS WEAK
2. IF BOTH TE'S ARE ON SAME SIDE THE OPEN SIDE IS THE OTHER SIDE
3. IF ONE TE IS DISPLACED/ ONE IN D-AREA: THE OPEN SIDE IS TO THE VISUAL OPEN SIDE

CLOSED

1. IF BOTH TE'S ARE ON SAME SIDE, THE CLOSED SIDE IS TO THAT SIDE
2. IF BOTH TE'S ARE OPPOSITE EACH OTHER IN D-AREAS OR DISPLACED, THE CLOSED SIDE IS STRONG
3. IF ONE TE IS DISPLACED/ ONE IN D-AREA: THE CLOSED SIDE IS TO THE VISUAL CLOSED SIDE

NOTE:

MOTION OF ANY KIND NEVER CHANGES THE OPEN/CLOSED SIDE

<p>TENS NEAR LEFT</p> <p>Open Right Closed Left</p>	<p>TENS FAR RIGHT / Z-MOTION</p> <p>Open Left Closed Right</p>	<p>TENS NEAR HEAVY LEFT</p> <p>Open Right Closed Left</p>
<p>TENS FAR LEFT / Y-OFF / Y-YOYO</p> <p>Open Right Closed Left</p>	<p>TENS RT / Y-OFF / Y-MOTION</p> <p>Open Left Closed Right</p>	<p>TENS HEAVY RIGHT / U-MOTION</p> <p>Open Left Closed Right</p>
<p>TENS SPLIT OPPOSITE RIGHT / Y-CRACK</p> <p>Open Left Closed Right</p>	<p>TENS TWIN HEAVY LEFT / H-WIDE / U-MOT</p> <p>"ROY STRENGTH"</p> <p>Open Right Closed Left</p> <p>* Treat H as a WR *</p>	<p>TENS TWIN RIGHT / F-WING</p> <p>Open Left Closed Right</p>
<p>TENS TRIPS RT / H-WIDE</p> <p>Open Left Closed Right</p>	<p>TENS TWIN HEAVY LEFT / F-CLOSE</p> <p>Open Right Closed Left</p>	<p>TENS NEAR RIGHT / H-2</p> <p>Open Left Closed Right</p>

OKIE GENERAL

CLUBS

OPEN SIDE / CLOSED SIDE

OPEN SIDE
OPEN SIDE IS ALWAYS WEAK.

CLOSED SIDE
CLOSED SIDE IS ALWAYS STRONG.

NOTE:
MOTION OF ANY KIND NEVER CHANGES THE OPEN/CLOSED SIDE

CLUBS RIGHT 1 Open Left Closed Right	CLUBS TRIPS LEFT 2 Open Right Closed Left	CLUBS TRIPS HEAVY LEFT 3 Open Right Closed Left
CLUBS RIGHT/Y-OFF/Y-MOTION 4 Open Left Closed Right	CLUBS RIGHT/M-WIDE 5 Open Left Closed Right	CLUBS RIGHT/Y-CHACK 6 Open Right Closed Left
CLUBS LEFT/M-3 7 Open Right Closed Left	CLUBS LEFT/M-DUCE 8 Open Right Closed Left	CLUBS TRIPS LEFT/M-WIDE 9 Open Right Closed Left

OKIE GENERAL



KINGS / QUEENS / FLUSH

OPEN SIDE / CLOSED SIDE

KINGS

CLOSED SIDE: TO THE INITIAL ALIGNMENT OF TE.

OPEN SIDE: AWAY FROM INITIAL ALIGNMENT OF TE.

QUEENS

CLOSED SIDE: STRONG SIDE IN ALL QUEENS FORMATIONS.

OPEN SIDE: WEAK SIDE IN ALL QUEENS FORMATIONS.

(THE Z RECEIVER IS TREATED AS THE Y IN REGULAR AND WE ADJUST ACCORDINGLY.)

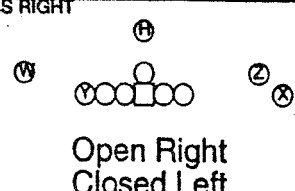
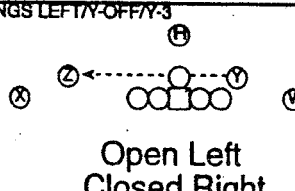
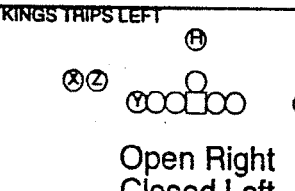
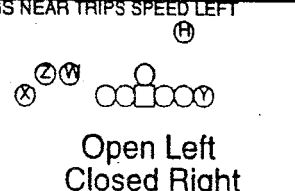
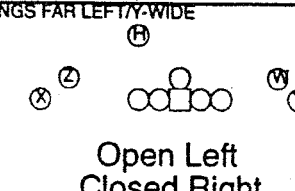
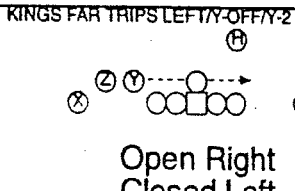
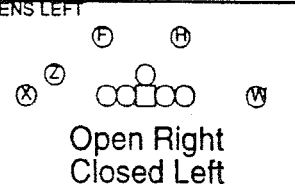
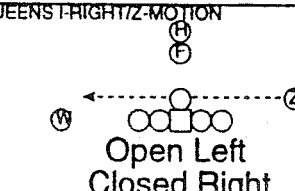
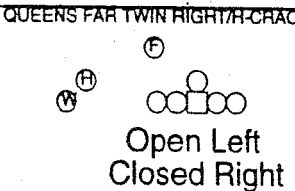
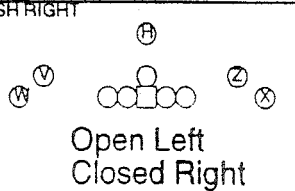
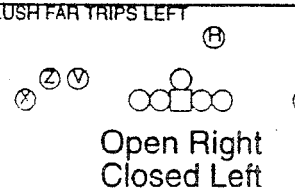
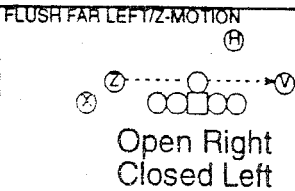
FLUSH

CLOSED SIDE: STRONG SIDE IN ALL FLUSH FORMATIONS.

OPEN SIDE: WEAK SIDE IN ALL FLUSH FORMATIONS.

NOTE:

MOTION OF ANY KIND NEVER CHANGES THE OPEN/CLOSED SIDE.

KINGS RIGHT  Open Right Closed Left	1	KINGS LEFT/Y-OFF/Y-3  Open Left Closed Right	2	KINGS TRIPS LEFT  Open Right Closed Left	3
KINGS NEAR TRIPS SPEED LEFT  Open Left Closed Right	4	KINGS FAR LEFT/Y-WIDE  Open Left Closed Right	5	KINGS FAR TRIPS LEFT/Y-OFF/Y-2  Open Right Closed Left	6
QUEENS LEFT  Open Right Closed Left	7	QUEENS T-RIGHT/Z-MOTION  Open Left Closed Right	8	QUEENS FAR TWIN RIGHT/H-CHACK  Open Left Closed Right	9
FLUSH RIGHT  Open Left Closed Right	10	FLUSH FAR TRIPS LEFT  Open Right Closed Left	11	FLUSH FAR LEFT/Z-MOTION  Open Right Closed Left	12

OKIE GENERAL

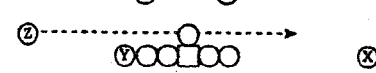
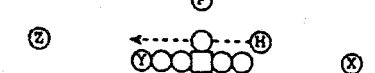
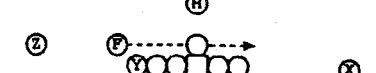


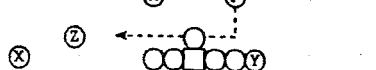
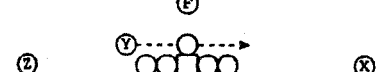
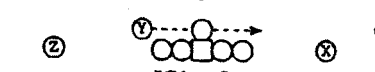
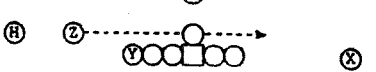
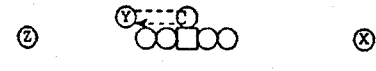
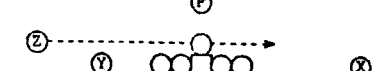
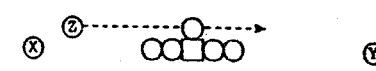
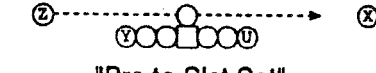
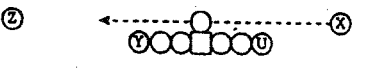
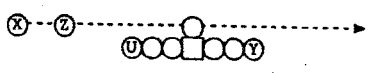
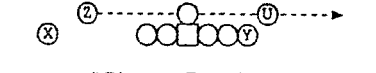
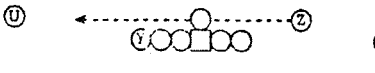
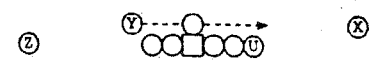
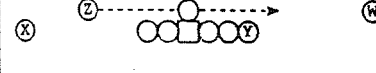
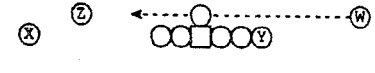
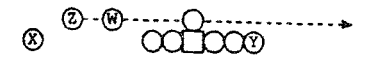
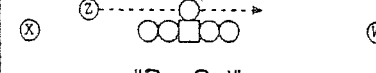
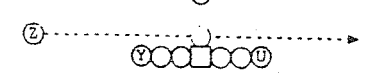
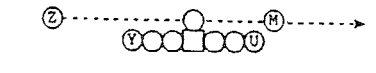
PRO & SLOT SETS

PRO SET = ANY FORMATION WHERE X AND Z ARE ALIGNED OPPOSITE EACH OTHER
 SLOT SET = ANY FORMATION WHERE X AND Z ARE ALIGNED TO THE SAME SIDE

LIT LEFT "PRO SET"	TWIN LEFT/H-CLOSE "PRO SET"	TRIPS LEFT/H-WING "PRO SET"
SPLIT SLOT LEFT "SLOT SET"	TWIN SLOT LEFT/H-WING "SLOT SET"	TRIPS SLOT LEFT/H-CLOSE "SLOT SET"
WIN LEFT/H-CRACK "SLOT SET" Treat as Kings	WIN LEFT/H-WIDE "SLOT SET" Treat as Kings	TWIN SLOT LEFT/H-WIDE "SLOT SET"
TRIPS LEFT/H-CRACK "PRO SET"	TRIPS LEFT/H-WIDE "PRO SET"	TRIPS SLOT LEFT/H-WIDE WEAK Exception to Rule Treat as "PRO SET"
SPLIT LEFT/Y WIDE "PRO SET"	TRIPS LEFT/Y CRACK/H-CLOSE "PRO SET"	SPLIT SLOT LEFT/Y WIDE "SLOT SET"
ACE LEFT "PRO SET"	ACE TRIPS SLOT LEFT/H-WIDE "SLOT SET"	ACE TRIPS SLOT LEFT "SLOT SET"
KINGS LEFT "SLOT SET"	KINGS TRIPS LEFT Exception to Rule Treat as "PRO SET"	KINGS TRIPS SPEED LEFT "SLOT SET"
QUEENS LEFT "PRO SET"	LEFT/Y TREY-Q "PRO SET"	TWIN SLOT LEFT/H-WIDE/Z-DEUCE-F "SLOT SET"

OKIE GENERAL

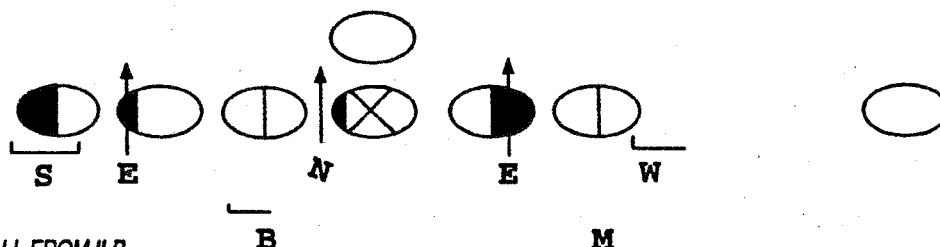


PRO & SLOT SETS versus MOTION		PRO SET = WHERE X AND Z ARE ALIGNED OR END UP OPPOSITE EACH OTHER SLOT SET = WHERE X AND Z ARE ALIGNED OR END UP ON THE SAME SIDE	
1 SPLIT LEFT/Z-MOTION  "Pro to Slot Set" (Change of Strength)		2 TWIN LEFT/H-3  "Pro Set" (No Change of Strength)	
3 TRIPS LEFT/F-2  "Pro Set" (No Change of Strength)		4 SPLIT SLOT LEFT/Z-MOTION  "Slot to Pro Set" (Change of Strength)	
5 SPLIT SLOT LEFT/H-2 LONG  "Slot Set" (No Change of Strength)		6 SPLIT SLOT LEFT/F-3  "Slot Set" (No Change of Strength)	
7 I LEFT/Y-OFF/Y-MOTION  "Pro Set" (Change of Strength)		8 TWIN LEFT/H-WIDE/Y-OFF, Y-MOTION  "Slot Set" Treat as Kings (No Change of Strength)	
9 TRIPS LEFT/H-WIDE/Z-MOTION  "Pro to Slot Set" (Change of Strength)		10 SPLIT LEFT/Y OFF/ Y YOYO  "Pro Set"	
11 I LEFT/Y CRACK/Z MOTION  "Pro to Slot Set" (Change of Strength)		12 NEAR SLOT LEFT/Y-WIDE/Z-MOTION  "Slot to Pro Set" (Change of Strength)	
13 ACE LEFT/Z-MOTION  "Pro to Slot Set" (Change of Strength)		14 ACE LEFT/X-3  "Pro to Slot Set" (No Change of Strength)	
15 ACE TRIPS SLOT LEFT/X-MOTION  "Slot to Pro Set" (Change of Strength)		16 ACE SLOT LEFT/Z-MOTION  "Slot to Pro Set" (Change of Strength)	
17 ACE SLOT RIGHT/U-WIDE/Z-MOTION  "Slot to Pro Set" (Change of Strength)		18 ACE LEFT/Y-OFF/Y-MOTION  "Pro Set" (Change of Strength)	
19 KINGS LEFT/Z-MOTION  "Slot Set" (Change of Strength)		20 KINGS LEFT/W-3  "Slot Set" (No Change of Strength)	
21 KINGS TRIPS SPEED LEFT/Z-2  "Slot Set" (No Change of Strength)		22 QUEENS LEFT/Z-MOTION  "Pro Set" (Change of Strength)	
23 TENS I LEFT/Z-MOTION  "Pro Set" (Change of Strength)		24 CLUBS LEFT/Z-MOTION  "Pro Set" (Change of Strength)	

OKIE GENERAL

EAGLE WIDE

"OPEN RT"



NOTE:
NEED "OPEN RT/LT" CALL FROM ILB

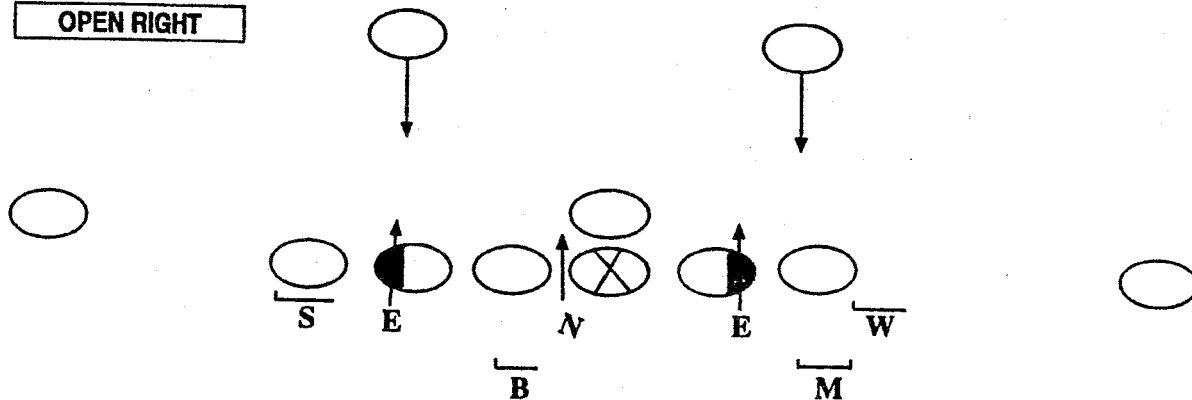
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CLOSED OLB	1. 6 OR 9 2. 6 - SHADE 3. 9 - FOOT	TRIANGLE 1. TE/NEAR BACK 2. ONSIDE 3. OFFSIDE	1. D-GAP OR FORCE 2. FLOW TO: PLUG OR FORCE 3. FLOW AWAY: BACKSIDE C-GAP REVERSE IF FORCE
CLOSED END	1. WIDE 5 TECHNIQUE 2. OUTSIDE SHADE ON TACKLE	1. TACKLE 2. VISION TO TE 3. FLOW	1. C-GAP, BLOCKER LEVERAGE ON FLOW TO YOU. PURSUE ON FLOW AWAY 2. PASS RUSH.
BUCK	GAP TECHNIQUE 2 1/2 TO 4 YARDS DEEP	TRIANGLE 1. BACK 2. GUARD/FLOW	1. B-GAP 2. FLOW TO: B-GAP TO PURSUIT 3. FLOW AWAY: CHECK FAR A-GAP TO PURSUIT
NOSE	1. 45 DEGREE ANGLE IN GUARD-CENTER GAP 2. GAP TECHNIQUE	1. CENTER & GUARD	1. PENETRATE UP FIELD IN A-GAP ON FLOW TO YOU 2. PASS - PRESSURE LANE
MAC	1. BIRD 2. HEAD-UP ON TACKLE 3 TO 4 1/2 YDS DEEP	TRIANGLE 1. BACK 2. TACKLE-FLOW	1. C-GAP 2. FLOW TO: C-GAP TO PURSUIT 3. FLOW AWAY: PURSUIT - KNOW CUTBACK THREAT BACKSIDE A GAP
OPEN END	1. 3 TECHNIQUE 2. OUTSIDE SPLIT OF GUARD	1. GUARD 2. VISION TO TACKLE 3. FLOW	1. B-GAP, BLOCKER LEVERAGE ON FLOW TO YOU. PURSUE ON FLOW AWAY 2. PASS RUSH.
OPEN OLB	1. 7 OR 9 2. 7 - INSIDE SHADE 3. 9 - FOOT	TRIANGLE 1. NEAR BACK 2. ONSIDE 3. OFFSIDE	1. C-GAP 2. SPILL OFFSIDE GUARD/NEAR BACK 3. SQUEEZE ONSIDE GUARD PULL 4. PASS - CONTAIN RUSH

OKIE FRONTS

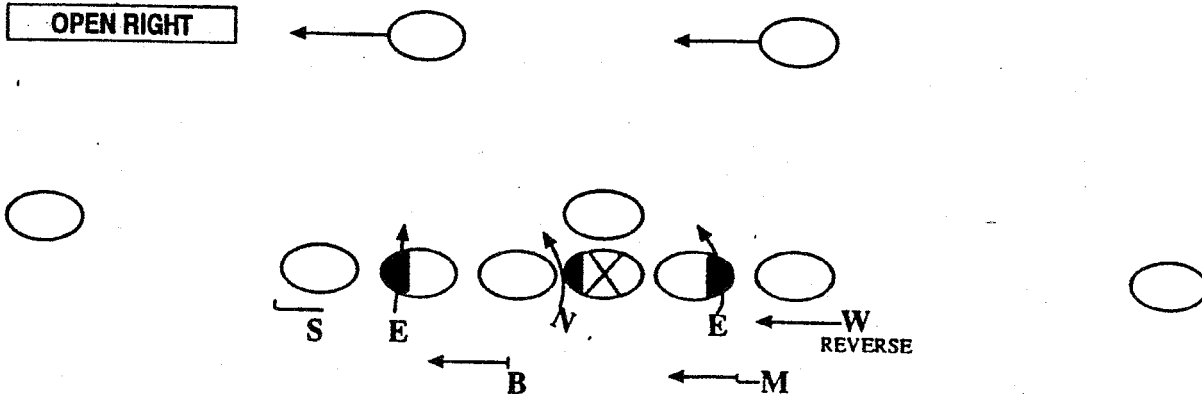


EAGLE WIDE

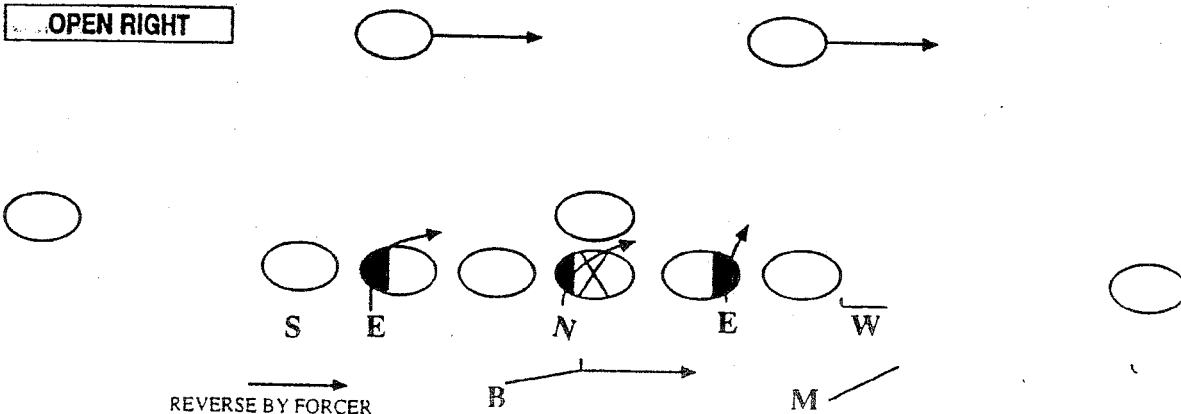
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OPEN RIGHT



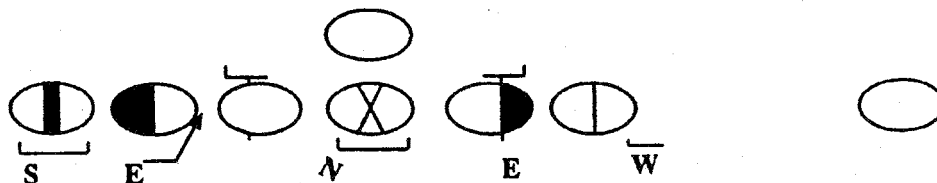
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OKIE FRONTS

EAGLE

"OPEN RT"



NOTE:
NEED "OPEN RT/LT" CALL FROM ILB

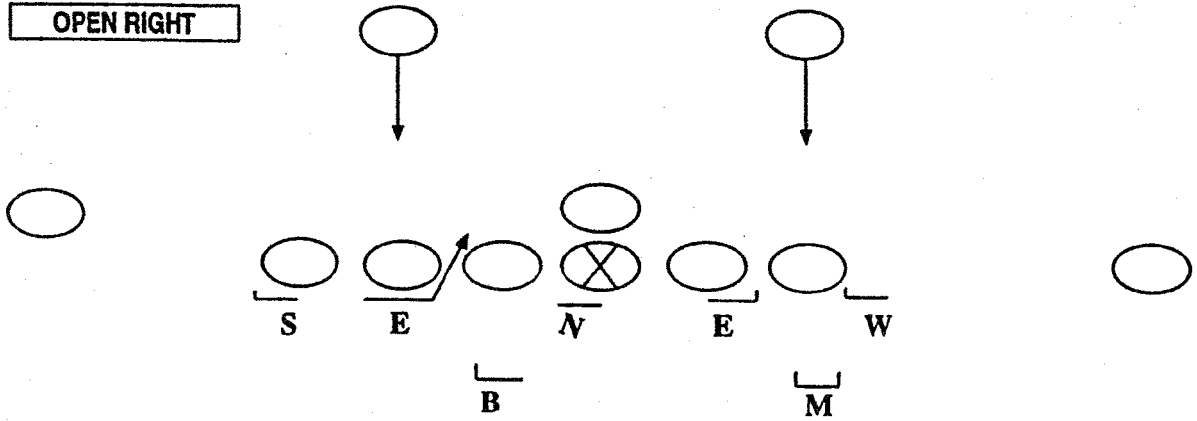
POSITION	TECHNIQUES & ALIGNMENTS	KEYS	RESPONSIBILITIES
CLOSED OLB	<ol style="list-style-type: none"> 1. 6 OR 9 2. 6 - SHADE 3. 9 - FOOT 	TRIANGLE <ol style="list-style-type: none"> 1. TE/NEAR BACK 2. ONSIDE 	<ol style="list-style-type: none"> 1. D-GAP OR FORCE 2. FLOW TO: FORCE OR PLUG 3. FLOW AWAY: BACKSIDE C-GAP REVERSE IF FORCE
CLOSED END	<ol style="list-style-type: none"> 1. WIDE 5 ALIGNMENT 2. INSIDE CHARGE 	<ol style="list-style-type: none"> 1. GUARD 	<ol style="list-style-type: none"> 1. B OR A-GAP 2. PRESSURE LANE
BUCK	<ol style="list-style-type: none"> 1. GAP TECHNIQUE STACK WITH GAP TACKLE 2 1/2 TO 4 YDS DEEP 	TRIANGLE <ol style="list-style-type: none"> 1. BACK 2. GUARD/FLOW 	<ol style="list-style-type: none"> 1. C-GAP 2. FRONT STUNT WILL AFFECT YOUR PLAY
NOSE	<ol style="list-style-type: none"> 1. 45° ANGLE IN GUARD-CENTER GAP (PLUS) 2. TILT AWAY FROM OPEN SIDE 	<ol style="list-style-type: none"> 1. CENTER 2. BALL 	DEPENDS ON THE STUNT OF THE FRONT CALLED
MAC	<ol style="list-style-type: none"> 1. BIRD 2. ALIGN ON TACKLE 3 TO 4 1/2 YDS DEEP 	TRIANGLE <ol style="list-style-type: none"> 1. BACK 2. TACKLE-FLOW 	<ol style="list-style-type: none"> 1. C-GAP, BLOCKER LEVERAGE ON FLOW TO YOU. 2. FLOW AWAY: CONTROL B-GAP 3. PASS RUSH. PLAY CALL OF OLB
OPEN END	<ol style="list-style-type: none"> 1. 3 TECHNIQUE 2. OUTSIDE SPLIT OF GUARD 	<ol style="list-style-type: none"> 1. GUARD 2. VISION TO TACKLE 3. FLOW 	<ol style="list-style-type: none"> 1. B-GAP, BLOCKER LEVERAGE ON FLOW TO YOU PURSUE ON FLOW AWAY 2. PASS RUSH
OPEN OLB	<ol style="list-style-type: none"> 1. 7 OR 9 2. 7 - INSIDE SHADE 3. 9 - FOOT 	TRIANGLE <ol style="list-style-type: none"> 1. NEAR BACK 2. ONSIDE 	<ol style="list-style-type: none"> 1. C-GAP 2. SPILL OFFSIDE GUARD/NEAR BACK 3. SQUEEZE ONSIDE OL 4. PASS - CONTAIN RUSH OR STUNT

OKIE FRONTS

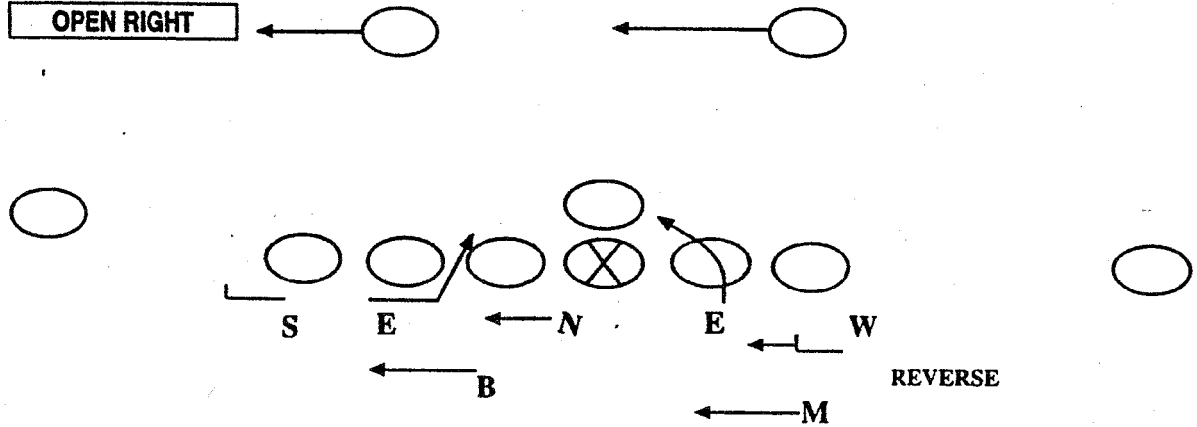


EAGLE

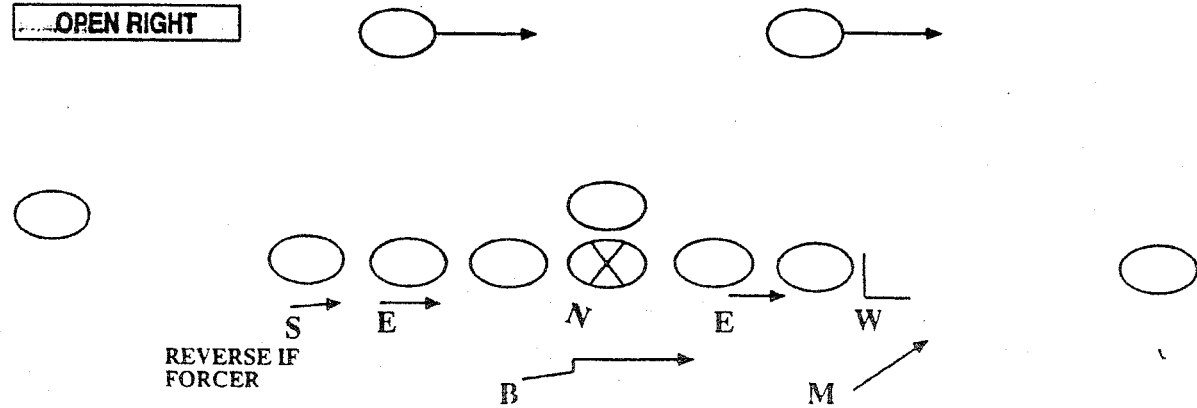
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OPEN RIGHT



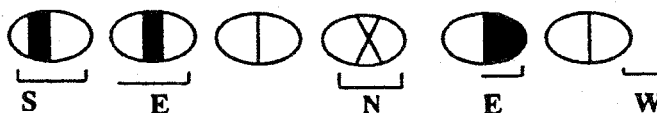
OPEN RIGHT



OKIE FRONTS

FALCON

"OPEN RT"



NOTE:
NEED "OPEN RT/LT" CALL FROM ILB

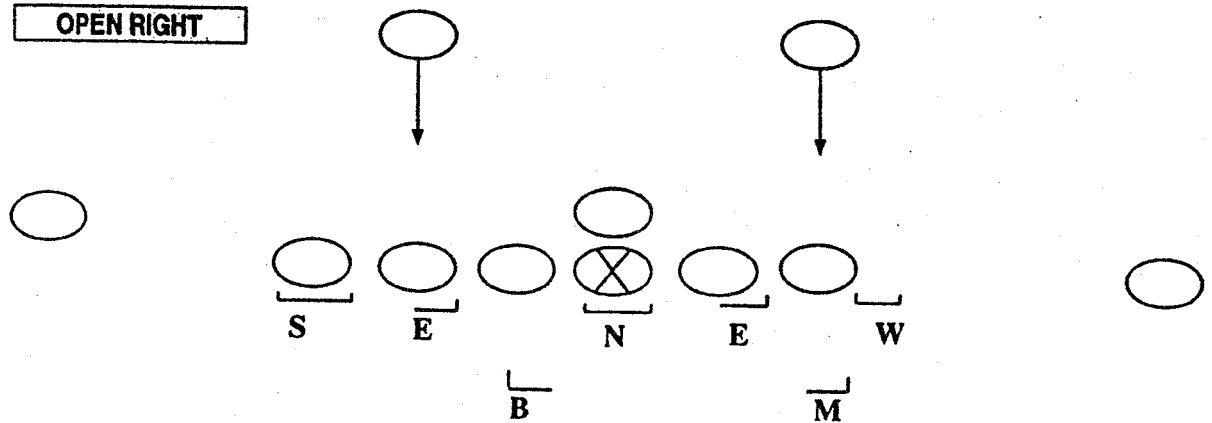
POSITION	TECHNIQUES & ALIGNMENTS	KEYS	RESPONSIBILITIES
CLOSED OLB	<ol style="list-style-type: none"> 6 OR 9 6 - SHADE 9 - FOOT 	TRIANGLE <ol style="list-style-type: none"> TE/NEAR BACK ONSIDE 	<ol style="list-style-type: none"> D-GAP OR FORCE FLOW TO: PLUG OR FORCE FLOW AWAY: BACKSIDE C-GAP REVERSE IF FORCE
CLOSED END	<ol style="list-style-type: none"> 4 TECHNIQUE HEAD-UP ON OT 	<ol style="list-style-type: none"> GUARD FLOW 	<ol style="list-style-type: none"> CONTROL B-GAP ON FLOW TO AND FLOW AWAY PASS RUSH
BUCK	<ol style="list-style-type: none"> SCRAPE HEAD ON 3 - 4 1/2 DEEP 	TRIANGLE <ol style="list-style-type: none"> BACK GUARD/FLOW 	<ol style="list-style-type: none"> C-GAP FLOW TO: C GAP TO PURSUIT FLOW AWAY: PURSUIT - KNOW CUTBACK THREAT BACKSIDE A GAP
NOSE	<ol style="list-style-type: none"> 0 TECHNIQUE HEAD-UP ON CENTER 	<ol style="list-style-type: none"> CENTER VISION TO GUARDS FLOW 	<ol style="list-style-type: none"> FLOW SIDE A-GAP PASS RUSH - PRESSURE LANE AWAY FROM 4TH RUSHER
MAC	<ol style="list-style-type: none"> BIRD ALIGN ON TACKLE 3 - 4 1/2 YARDS DEEP 	TRIANGLE <ol style="list-style-type: none"> BACK TACKLE-FLOW 	<ol style="list-style-type: none"> C GAP FLOW TO: C OR D GAP TO PURSUIT FLOW AWAY: PURSUIT - KNOW CUTBACK THREAT - BACKSIDE A GAP
OPEN END	<ol style="list-style-type: none"> 3 TECHNIQUE OUTSIDE SPLIT OF GUARD 	<ol style="list-style-type: none"> GUARD VISION TO TACKLE 	<ol style="list-style-type: none"> B-GAP, BLOCKER LEVERAGE ON FLOW TO YOU PURSUE ON FLOW AWAY PASS RUSH.
OPEN OLB	<ol style="list-style-type: none"> 7 OR 9 7 - INSIDE SHADE 9 - FOOT 	TRIANGLE <ol style="list-style-type: none"> NEAR BACK ONSIDE 	<ol style="list-style-type: none"> C-GAP SPILL OFFSIDE GUARD/NEAR BACK SQUEEZE ONSIDE OL BLOCKS PASS - CONTAIN RUSH

OKIE FRONTS

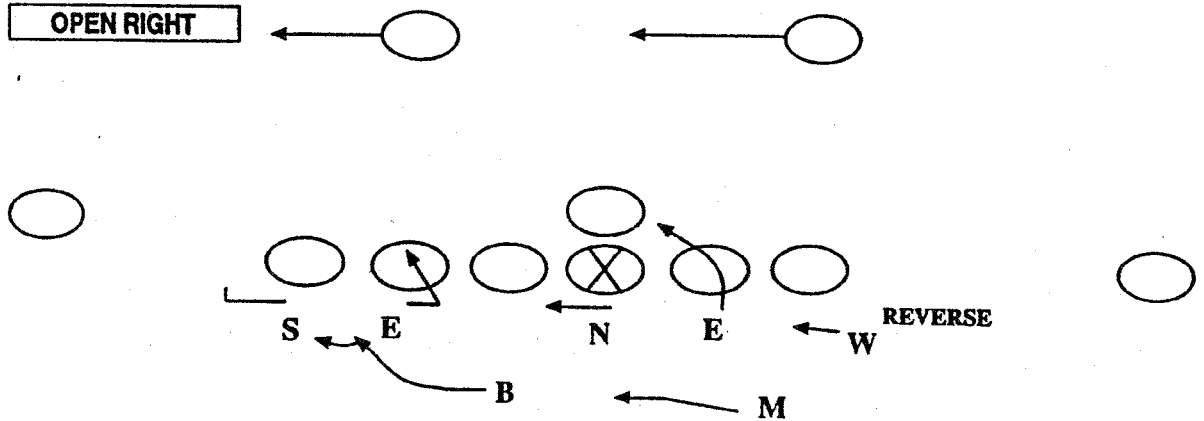


FALCON

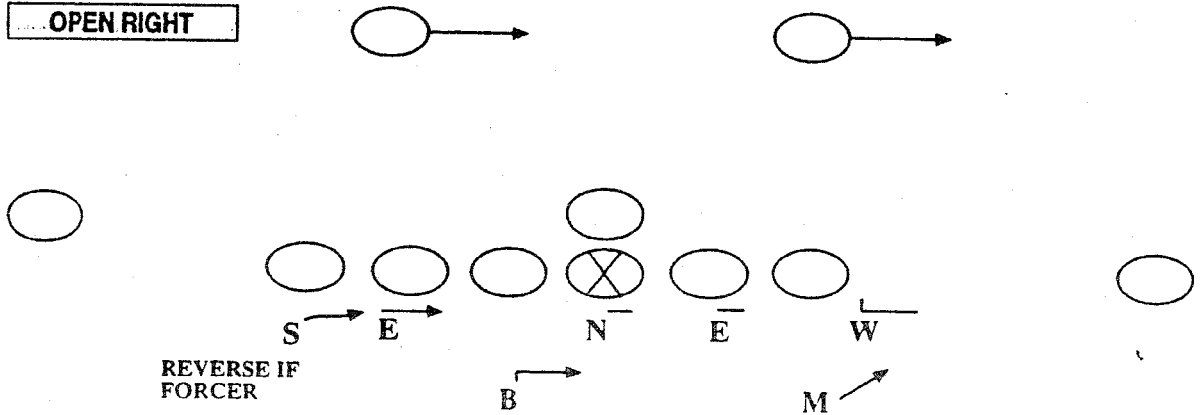
OPEN RIGHT



OPEN RIGHT



OPEN RIGHT



OKIE FRONTS

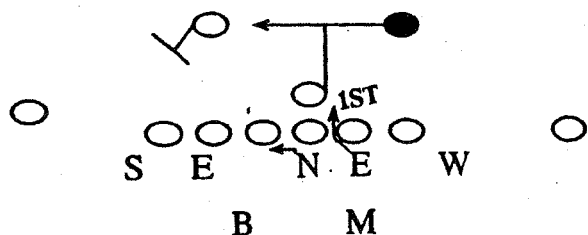
DEFENSIVE LINE GAMES

ED

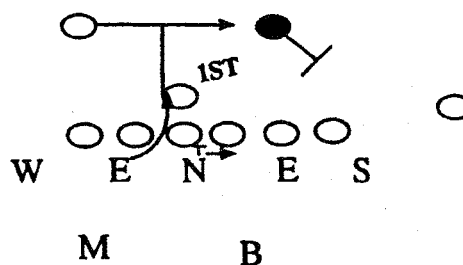
END: 3 TECHNIQUE WILL PENETRATE A-GAP GOING 1ST ON BALL MOVEMENT, REDIRECT BEHIND L.O.S. IF RUN. ON PASS PRESSURE QB.

NOSE: POST UP OC. ON RUN TO PLAY A-GAP TO BALL. ON FLOW AWAY AND PASS-POST UP OC. THEN COME BEHIND OPEN END'S CHARGE AND FOLD TO B-GAP AND PLAY RUN TO PRESSURE THE QB ON PASS. ALIGNMENT WILL BE DETERMINED BY THE FRONT (FALCON, EAGLE)

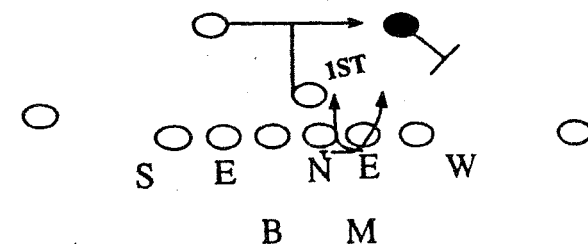
RUN CLOSED



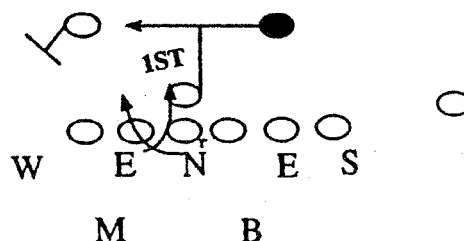
RUN CLOSED



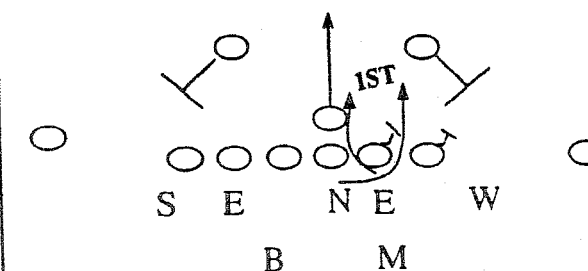
RUN OPEN



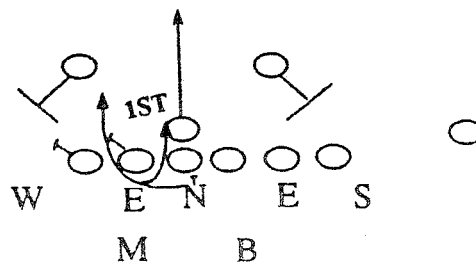
RUN OPEN



DROP BACK PASS



DROP BACK PASS



OKIE RUSH STUNTS



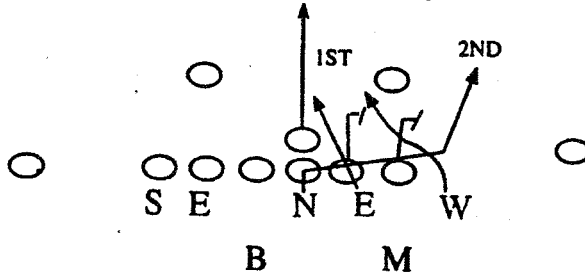
STUNT FREEZE

3 TECHNIQUE END : - ALIGN IN A 3 TECH AND RAM INTO A GAP ON THE SNAP. SPILL ALL BLOCKS.

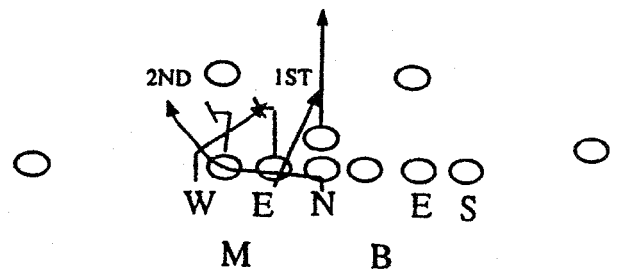
OLB : - RUN A QUICK EXIT INTO THE B GAP. SPILL ALL RUN BLOCKS INCLUDING THE HOE BLOCK. IF OT BLOCKS DOWN OR PULLS AWAY, TURN IT INTO A 7 TECHNIQUE / CONTAIN.

NOSE : - VS PASS = FOLD TO CONTAIN WHILE READING THE OLB ON THE FREEZE.
- VS RUN = PLAY PLUS TECHNIQUE

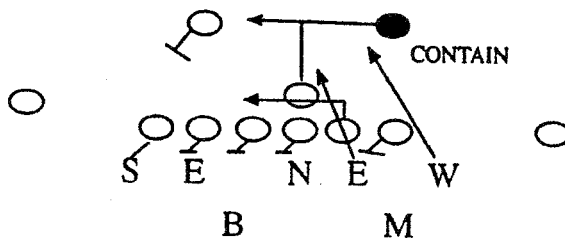
DROP BACK PASS



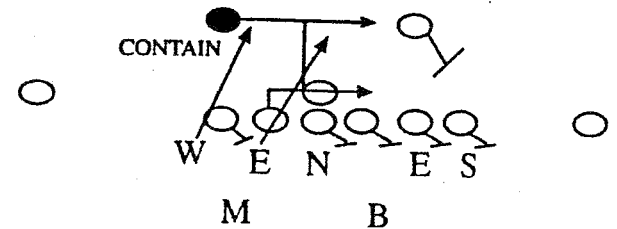
DROP BACK PASS



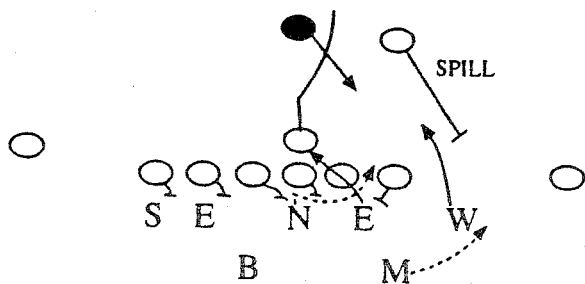
RUN AWAY



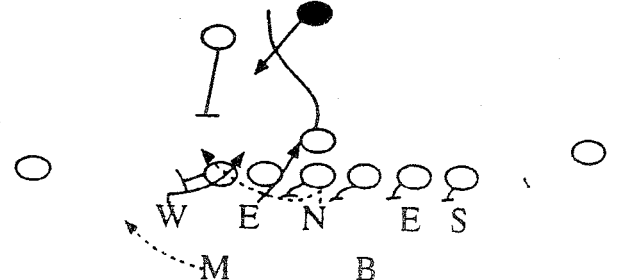
RUN AWAY



RUN TO



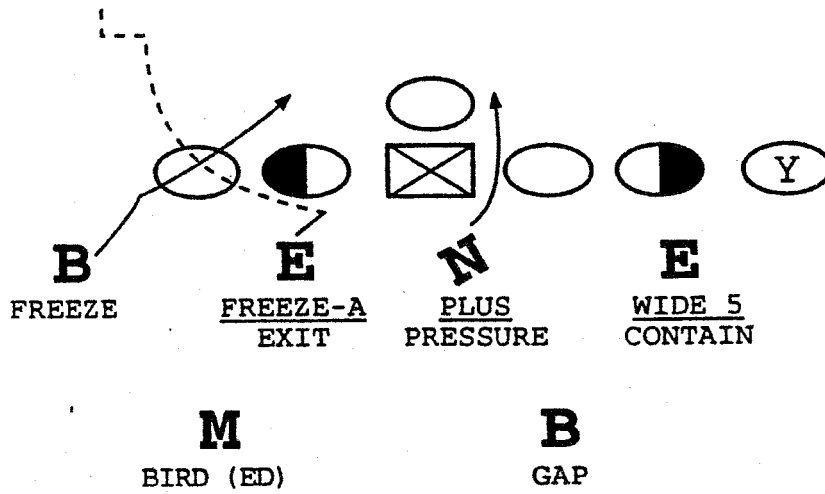
RUN TO



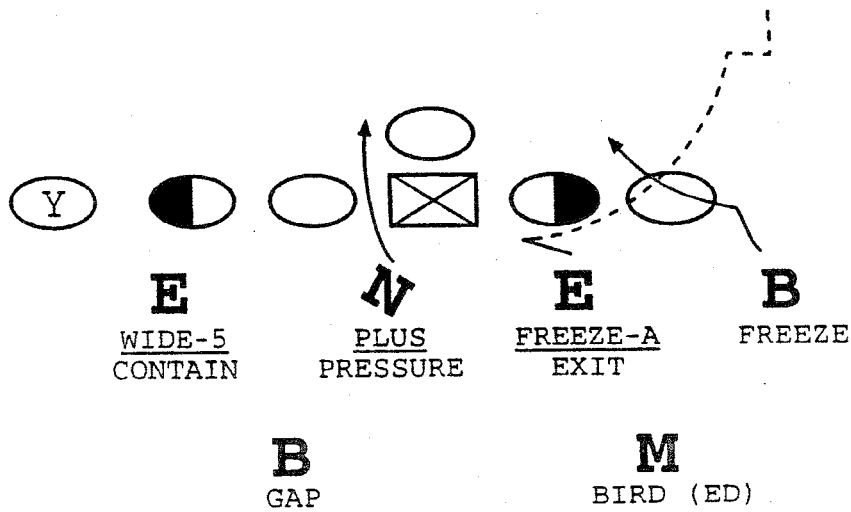
OKIE RUSH STUNTS

EAGLE WIDE X

"OPEN LEFT"



"OPEN RIGHT"

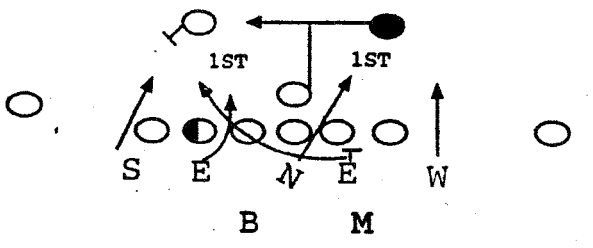
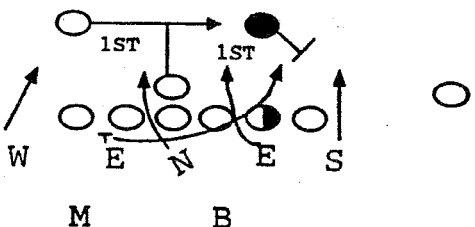
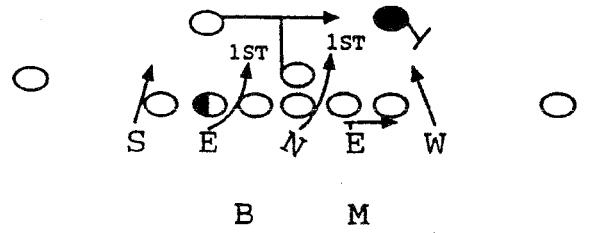
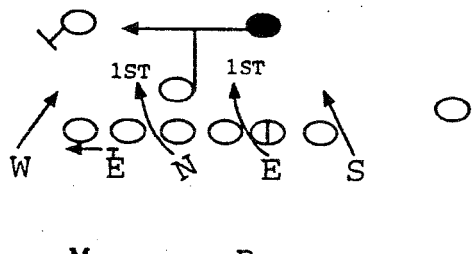
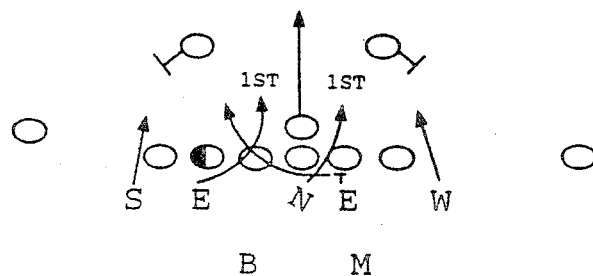
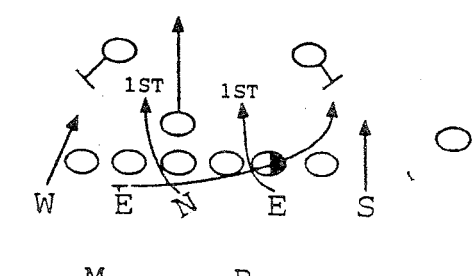


RUSH STUNTS



DEFENSIVE LINE GAMES EAGLE / FALCON ISO

- NOTE:** EXACT ALIGNMENTS WILL BE DETERMINED BY FRONT CALLED. ILB'S MUST FACTOR IN SLANT CHARGES OF DL FOR RUN TECHNIQUE.
- CLOSED END:** RAM CHARGE THRU B-GAP. ON FLOW TO/AWAY REDIRECT TO BALL PURSUIT. ON PASS PRESSURE RUSH QB.
- NOSE:** SLANT A-GAP TO FOLD PLAYER (EAGLE END). FLOW TO/AWAY REDIRECT TO BALL PURSUIT. ON PASS PRESSURE QB. ALIGNMENT IS DETERMINED BY FRONT.
- OPEN END:** 3 TECHNIQUE END WHO IS FOLD PLAYER. ON FLOW TO PLAY YOUR GAP AND PURSUE. ON FLOW AWAY AND PASS FOLD TO FAR C-GAP AND PURSUE BALL.
- NOTE:** IF USED WITH DOG-1, OLB'S HAVE CONTAIN AND OPEN END HAS PRESSURE LANE. IF USED WITH OPEN RUSHER, OPEN END FOLDS TO CONTAIN.

<p style="text-align: center;">RUN CLOSED</p>  <p style="text-align: center;">"OPEN RT"</p>	<p style="text-align: center;">RUN CLOSED</p>  <p style="text-align: center;">"OPEN LT"</p>
<p style="text-align: center;">RUN OPEN</p>  <p style="text-align: center;">"OPEN RT"</p>	<p style="text-align: center;">RUN OPEN</p>  <p style="text-align: center;">"OPEN LT"</p>
<p style="text-align: center;">DROP BACK PASS</p>  <p style="text-align: center;">"OPEN RT"</p>	<p style="text-align: center;">DROP BACK PASS</p>  <p style="text-align: center;">"OPEN LT"</p>

OKIE RUSH STUNTS

COVER 23

COVER 23 WILL BE USED WHEN WE WANT TO SET OUR OPEN OUTSIDE BACKER INTO THE RUSH AND NOT HAVE ANY FORMATION AFFECT HIM. WE WILL ALWAYS BE ABLE TO KEEP BOTH INSIDE LINEBACKERS IN THE CORE AND MAKE OUR ADJUSTMENTS TO A ONE BACK SET WITH OUR SECONDARY.

"2" = THE 1ST DIGIT INDICATES THE COVERAGE WE WILL PLAY AGAINST ANY PRO SET. (TWIN/TRIPS)

"3" = THE 2ND DIGIT INDICATES THE COVERAGE WE WILL PLAY VERSUS ANY SLOT SET. (TWIN SLOT/TRIPS SLOT)

WE WILL INDICATE WHAT COVERAGE WE ARE IN BY MAKING A GOLD RT/LT OR RED RT/LT CALL. (GOLD = 2, RED = 3)

VERSUS Y-OFF-Y MOTION WE WILL GO FROM GOLD TO RED.

ANY CHANGE OF STRENGTH MOTION PUTS US IN THE OPPOSITE CALL.

OPEN OUTSIDE BACKER - RUSH ACCORDING TO CALL / 6 TECHNIQUE

BUCK AND MAC - WILL ALWAYS BE ALIGNED IN THE CORE
GOLD CALL : MIDDLE READ/ VERTICAL HOOK
RED CALL : HOOK-CURL

CLOSED OUTSIDE BACKER - GOLD CALL : 6 TECHNIQUE/ BUSTER
RED CALL : 9 TECH OR 6 READ/ CURL FLAT

CORNERS GOLD CALL : PLAY SINK OR SQUAT TECHNIQUE DEPENDING
ON WHETHER YOU ARE STRONG OR WEAK
RED CALL : PLAY DEEP OUTSIDE 1/3 (3-10-30)

STRONG SAFETY - GOLD CALL : PLAY TIGHT 1/2 TECHNIQUE
RED CALL : FORCE / CURL-FLAT

DEEP MIDDLE ON MOTION FROM PRO TO SLOT OR 2 BACK
Y-MOTION

FREE SAFETY - GOLD CALL : NORMAL 1/2 TECHNIQUE
RED CALL : DEEP MIDDLE 1/3

CURL FLAT ON MOTION FROM PRO TO SLOT OR 2 BACK Y-
MOTION



OPEN 23

<p>"CLOUD"</p>		<p>"CLOUD"</p>		<p>"READ"</p>	<p>"SKY"</p>
POSITION	ALIGNMENTS	ALIGNMENTS	ALIGNMENTS	RESPONSIBILITIES	
OPEN OLB	6 TECHNIQUE	THRU NEAR BACK TO OT	RUN TO: SPILL RUN AWAY: PURSUIT	CONTAIN RUSH OR STUNT CP: ONCE DEFENSE IS SET YOUR RESPONSIBILITY WILL NOT CHANGE	
BUCK	DEPENDS ON FRONT CALL			MIDDLE READ OR HOOK/CURL DEPENDING ON COVERAGE	
MAC	DEPENDS ON FRONT CALL			VERTICLE HOOK OR HOOK/CURL DEPENDING ON COVERAGE	
CLOSED OLB	6 TECHNIQUE POSSIBLE 9 ALIGNMENT WITH BACKER	TIGHT END TACKLE GUARD NEAR BACK	6 - PLUG 9 - FORCE	GOLD - BUSTER RED - CURL - FLAT	
CORNERS	DISGUISE AS 2 DEEP AND MOVE ON QB	THRU #2 TO QB	GOLD - FORCE RED - SEC FORCE & ARC - POSSIBLE READ FORCE	GOLD - SINK OR SQUAT RED - DEEP OUTSIDE 1/3	
STRONG SAFETY	DISGUISE AS 2 DEEP AND MOVE ON QB	THRU #2 TO QB	GOLD - SEC FORCE RED - FORCE IF TO CALL AND FILL IF AWAY	GOLD - 1/2 (TIGHT) RED - CURL-FLAT DEEP MIDDLE ON MOTION FROM PRO TO SLOT OR 2 BACK Y-MOTION	
FREE SAFETY	DISGUISE AS 2 DEEP AND MOVE ON QB	THRU UNCOVERED LINEMAN TO BACK	GOLD - SECONDARY FORCE RED - FORCE IF TO CALL AND FILL IF AWAY	GOLD - DEEP 1/2 (NORMAL) RED - DEEP MIDDLE 1/3 CURL FLAT ON MOTION FROM PRO TO SLOT OR 2 BACK Y-MOTION	

OKIE COVERAGES



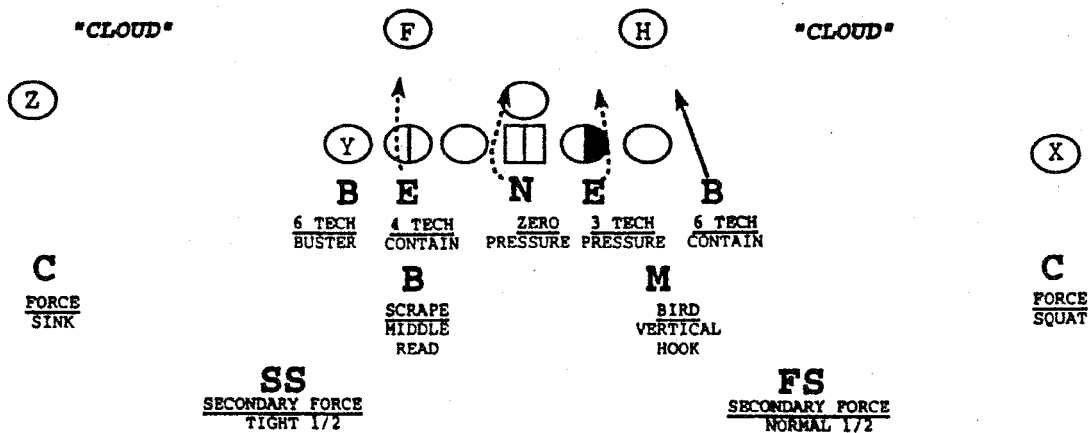
PANTHERS DEFENSE
1997 TRAINING CAMP

MTG #3

PG.23

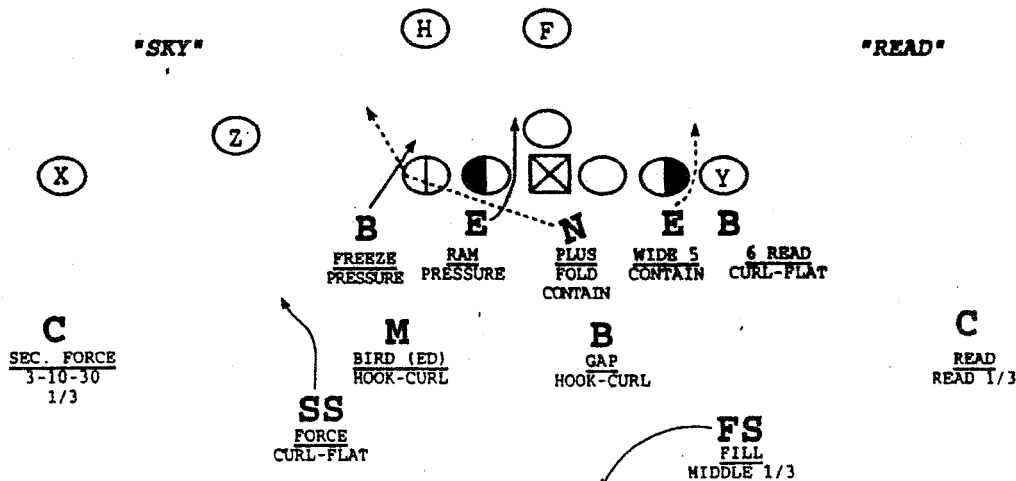
SPLIT LEFT

FALCON OPEN 23



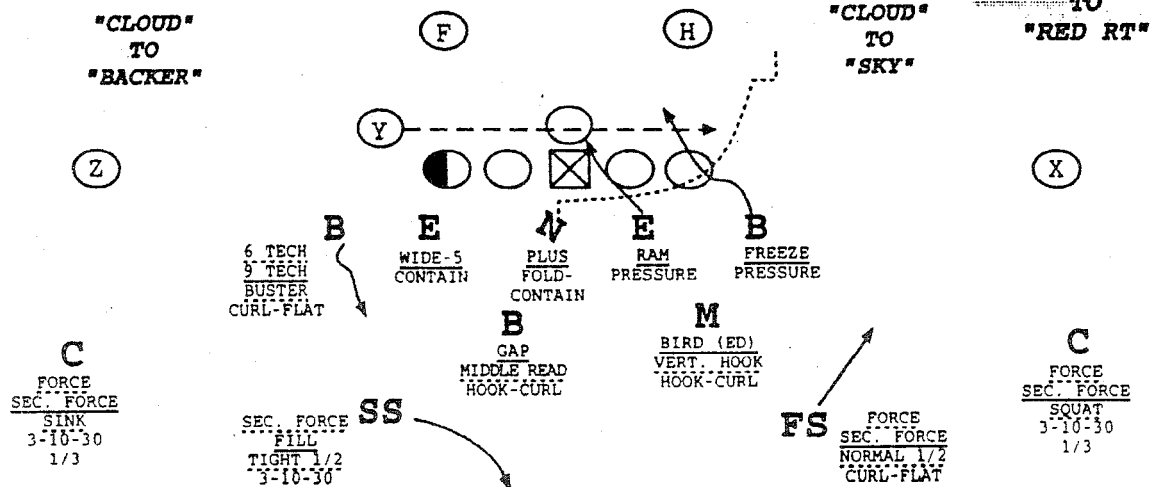
FAR SLOT LEFT

EAGLE WIDE FREEZE OPEN 23



SPLIT LEFT/ Y-MOTION

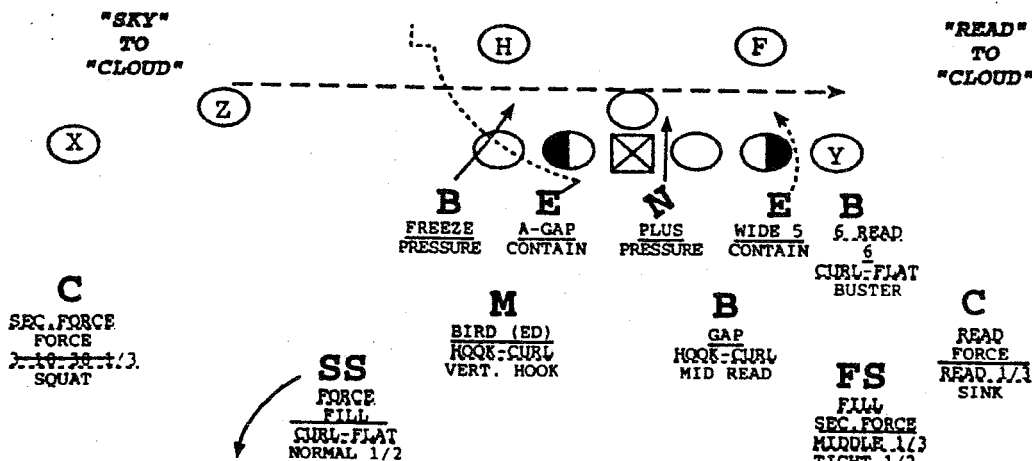
EAGLE WIDE FREEZE OPEN 23



**SPLIT SLOT LEFT/
Z-MOTION**

**EAGLE WIDE X
OPEN 23**

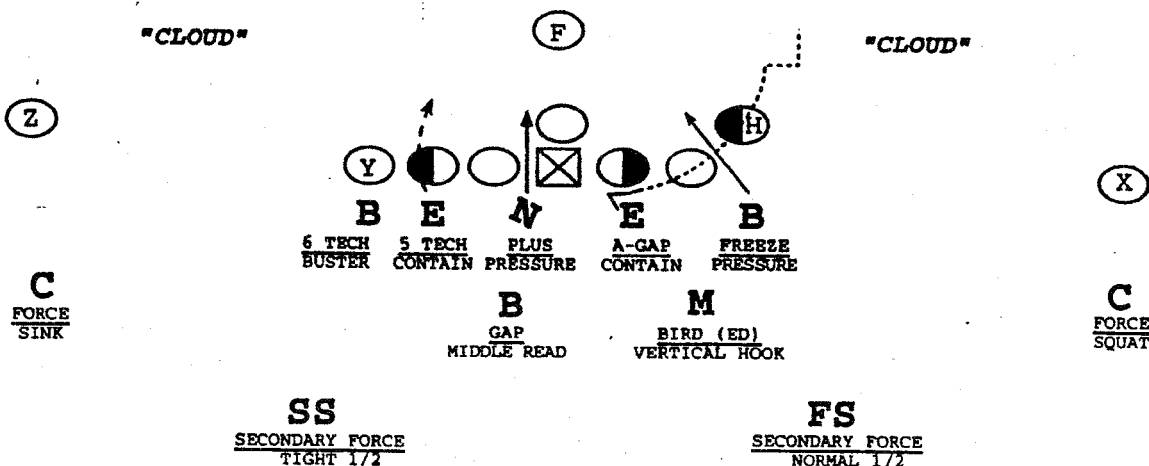
"OPEN LT"
"RED LT" TO
"GOLD RT"



TWIN LT/ H-CLOSE

**EAGLE WIDE X
OPEN 23**

"OPEN RT"
"GOLD LT"

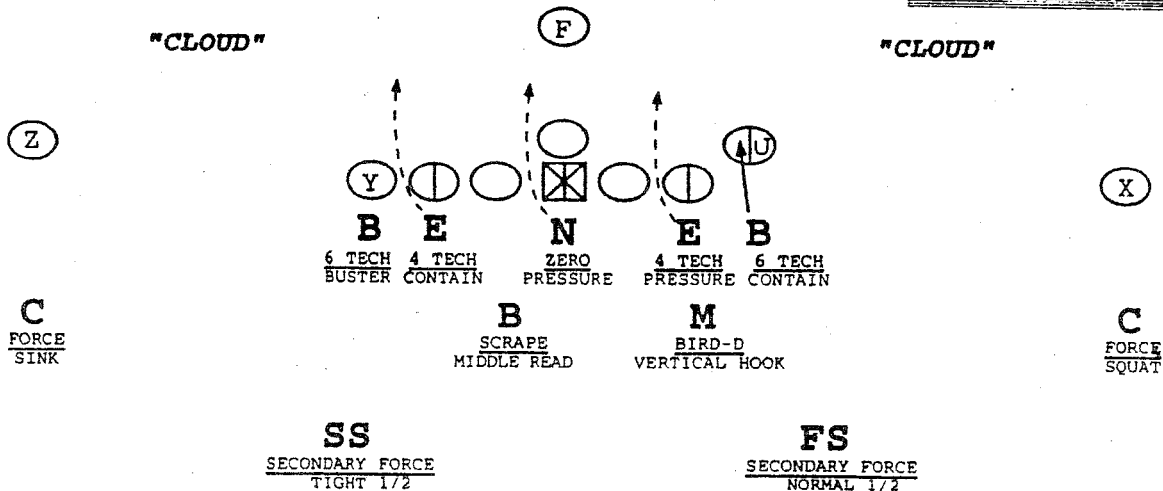


ACE LT / U-OFF

TITE

OPEN 23

"OPEN RT"
"GOLD LT"



PANTHERS DEFENSE
1997 TRAINING CAMP

MTG #3
Pg 25

COVER 23

(STATIC ADJUSTMENTS)

PLIT LEFT CLOUD 	TWIN LEFT / H-CLOSE CLOUD 	TRIPS LEFT / F-WING CLOUD
PLIT SLOT LEFT SKY 	TWIN SLOT LEFT / F-WING SKY 	TRIPS SLOT LEFT / H-CLOSE SKY
TWIN LEFT/H-CRACK BACKER 	TWIN LEFT/H-WIDE BACKER 	TWIN SLOT LEFT/H-WIDE SKY
TRIPS LEFT/H-CRACK CLOUD 	TRIPS LEFT/H-WIDE CLOUD 	TRIPS SLOT LEFT/H-WIDE WEAK CLOUD
SPLIT LEFT/Y WIDE / H-CLOSE CLOUD 	TRIPS LEFT/Y CRACK/ H-CLOSE CLOUD 	SPLIT SLOT LEFT/Y WIDE SKY
ACE LEFT CLOUD 	ACE TRIPS SLOT LEFT/U-WIDE SKY 	ACE TRIPS SLOT LEFT SKY
KINGS LEFT SKY 	KINGS TRIPS LEFT CLOUD 	KINGS TRIPS SPEED LEFT SKY
QUEENS LEFT CLOUD 	I LEFT/Y-TREY-Q CLOUD 	TWIN SLOT LEFT/H-WIDE/2-DEUCE-F SKY



COVER 23

(MOTION ADJUSTMENTS)

<p>SPLIT LEFT/Z-MOTION "READ"</p> <p>1 "SKY"</p>	<p>TWIN LEFT/H-3 "CLOUD"</p> <p>2 "CLOUD"</p>	<p>TRIPS LEFT/F-WING/F-2 "CLOUD"</p> <p>3 "CLOUD"</p>
<p>SPLIT SLOT LEFT/Z-MOTION "CLOUD"</p> <p>4 "CLOUD"</p>	<p>SPLIT SLOT LEFT/H-2 LONG "SKY"</p> <p>5 "BACKER"</p>	<p>SPLIT SLOT LEFT/F-3 "SKY"</p> <p>6 "READ"</p>
<p>I LEFT/Y-OFF/Y-MOTION "BACKER"</p> <p>7 "SKY"</p>	<p>TWIN LEFT/H-WIDE/Y-OFF, Y-MOTION "BACKER"</p> <p>8 "SKY"</p>	<p>TRIPS LEFT/H-WIDE/Z-MOTION "BACKER"</p> <p>9 "SKY"</p>
<p>SPLIT LEFT/Y OFF/ Y YOYO "CLOUD"</p> <p>10 "CLOUD"</p>	<p>I LEFT/Y CRACK/Z MOTION "BACKER"</p> <p>11 "SKY"</p>	<p>NEAR SLOT LEFT/Y-WIDE/Z-MOTION "CLOUD"</p> <p>12 "CLOUD"</p>
<p>ACE LEFT/Z-MOTION "READ"</p> <p>13 "SKY"</p>	<p>ACE LEFT/X-3 "CLOUD"</p> <p>14 "CLOUD"</p>	<p>ACE TRIPS SLOT LEFT/X-MOTION "CLOUD"</p> <p>15 "CLOUD"</p>
<p>ACE SLOT LEFT/Z-MOTION "CLOUD"</p> <p>16 "CLOUD"</p>	<p>ACE SLOT RIGHT/U-WIDE/Z-MOTION "CLOUD"</p> <p>17 "CLOUD"</p>	<p>ACE LEFT/Y-OFF/Y-MOTION "BACKER"</p> <p>18 "SKY"</p>
<p>KINGS LEFT/Z-MOTION "CLOUD"</p> <p>19 "CLOUD"</p>	<p>KINGS LEFT/W-3 "SKY"</p> <p>20 "READ"</p>	<p>KINGS TRIPS SPEED LEFT/Z-2 "SKY"</p> <p>21 "BACKER"</p>
<p>QUEENS LEFT/Z-MOTION "BACKER"</p> <p>22 "SKY"</p>	<p>TENS I LEFT/Z-MOTION "READ"</p> <p>23 "SKY"</p>	<p>CLUBS LEFT/Z-MOTION "SKY"</p> <p>24 "BACKER"</p>

COVER 7

CLOSED OUTSIDE BACKER 9 TECHNIQUE

BUCK & MAC

RUN TECHNIQUE VARIES BY FRONT & FORMATION ("I'M HERE" CALL)

2 BACK SET

SPLIT = TREY ON TE/NEAR BACK
FAR = COMBO / ALERT SWAP
I & NEAR = VISE ON 2 BACKS
Y DISPLACED
& Y-MOTION = HOLE ON 2 BACKS

1 BACK SET

TE BACK AT HOME = COMBO ALERT SWAP
TE NEAR BACK = TREY
TE FAR BACK = COMBO ALERT HOLE
TE MOTION = HOLE
TE DISPLACED = HOLE

OPEN OUTSIDE BACKER

RUSH ACCORDING TO CALL / 7 TECHNIQUE

CORNERS

COVER X AND Z VERSUS REGULAR AND ACE PERSONNEL. RUN WITH ANY WIDE RECEIVER MOTION.

SAFETY THAT IS FREE

PLAY FREE IN CENTER FIELD. (CHECK CLOSED SIDE COVERAGE AS YOU DROP).

COVERAGE SAFETY

SHOW COVER 2. MOVE UP LATE TO SIDE OF COVERAGE AND MAKE "I'M HERE" CALL TO THE BACKERS VERSUS ANY 2-BACK SET OR 1-BACK SET WITH BACK IN "D" AREA. SPECIAL FORCE TO ONE BACK SET WITH COVERAGE IN OPEN SIDE D-AREA.

2 BACK SET

SPLIT & FAR = OPEN SIDE BACK/OUTSIDE LEVERAGE
I & NEAR = VISE: COVER TE/OUTSIDE LEVERAGE
(READ TE RELEASE AND FLOW)
TE DISPLACED = COVER TE MAN

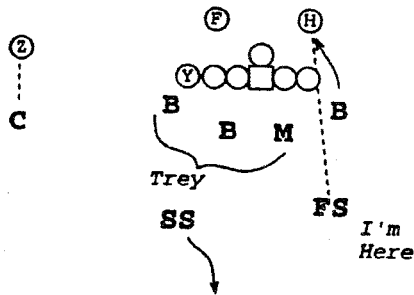
1 BACK SET

COVER DISPLACED BACK



COVER 7

"Bronco"



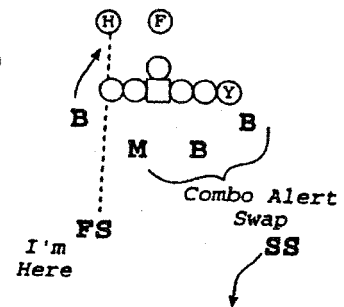
"Bronco"

X
C

"Bronco"

X
C

"Bronco"



POSITION	ALIGNMENT	KEY	RUN RESPONSIBILITY	PASS RESPONSIBILITY
CLOSED OLB	9 ALIGNMENT	TE TACKLE NEAR BACK	1. D-GAP OR FORCE 2. FLOW TO: PLUG OR FORCE 3. FLOW AWAY: BACKSIDE C-GAP REVERSE IF FORCE	2 BACK SET SPLIT = TREY FAR = COMBO ALERT SWAP & NEAR = VISE Y-DISPLACED = 3 COVER LBs & HAVE HOLE ON Y-MOTION 2 BACKS
ILBers	ALIGN BY FRONT	COVERAGE	1. D-GAP OR FORCE 2. FLOW TO: PLUG OR FORCE 3. FLOW AWAY: BACKSIDE C-GAP REVERSE IF FORCE	1 BACK SET TE BACK AT HOME = C.A.S. TE NEAR BACK (ROC) = TREY TE FAR BACK = COMBO ALERT HOLE
OPEN OLB	7 ALIGNMENT	NEAR BACK OT	RUN TO: 7 RUN AWAY: REVERSE (UNLESS IN SPECIAL FORCE)	RUSH ACCORDING TO CALL
CORNERS	OUTSIDE OR INSIDE X 8-10 YDS, DEPENDING ON SPLIT	OFF - 3 STEP PRESS - MAN	RUN TO: SECONDARY FORCE RUN AWAY: ARC	COVER WR'S MAN TO MAN
SAFETY THAT IS FREE	SHOW 2 ALIGNMENT MOVE LATE SS - ALIGN TO CLOSED SIDE FS - ALIGN TO OPEN SIDE	UNCOVERED LINEMAN AWAY FROM COVER SAFETY	RUN: FILL	FREE IN DEEP MIDDLE
COVERAGE SAFETY	SHOW 2 MOVE LATE TO UP POSITION	COVERAGE	RUN TO: PLUG OR FORCE BY OLB; TECH - "SPECIAL" FORCE RUN AWAY: CUTBACK OR REVERSE BY OLB TECHNIQUE	2 BACK SET SPLIT & FAR - I & NEAR BACK - TE DISPLACED - 1 BACK SET COVER DISPLACED BACK OPEN SIDE BACK OUTSIDE LEVERAGE COVER TE OUTSIDE LEVERAGE "VISE" COVER TE MAN



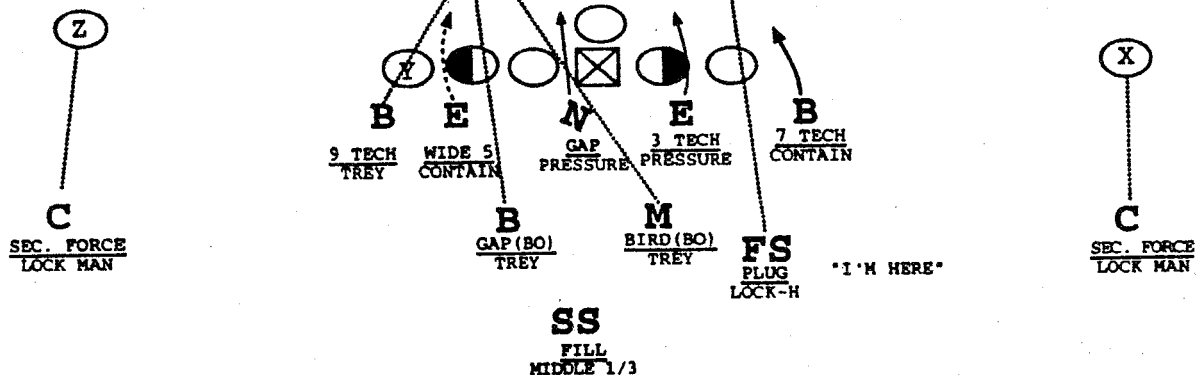
SPLIT LEFT

EAGLE WIDE OPEN 7

"OPEN RT"
"TREY"

"BRONCO"

"BRONCO"



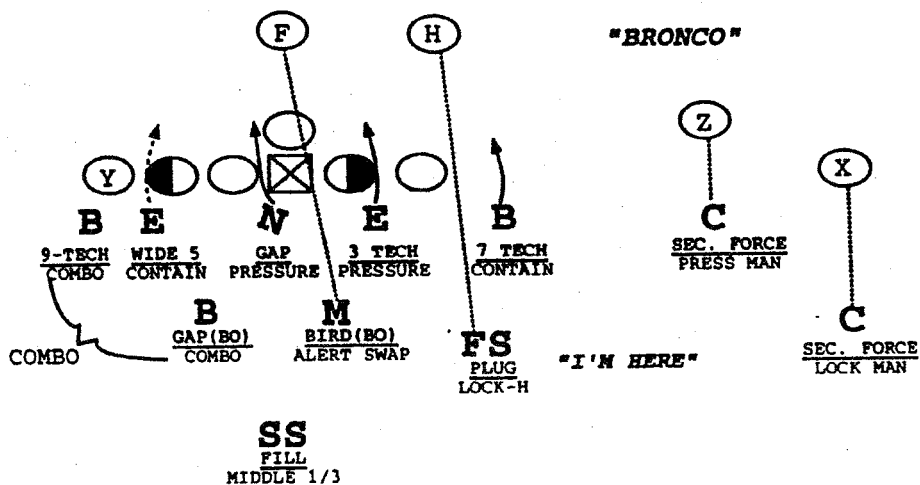
FAR SLOT RIGHT

EAGLE WIDE OPEN 7

"OPEN RT"
"COMBO ALERT SWAP"

"BRONCO"

"BRONCO"



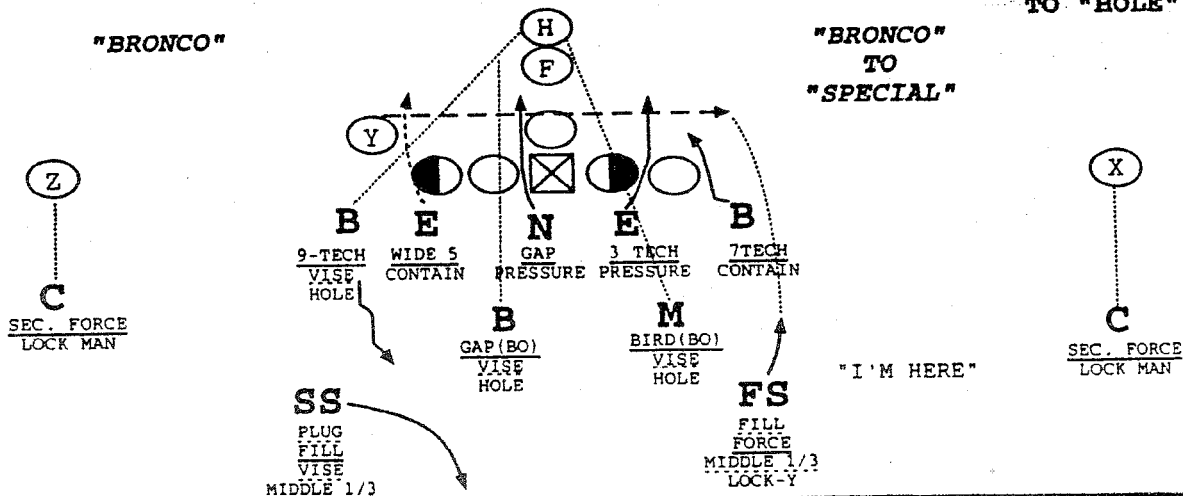
I LEFT/ Y-MOTION

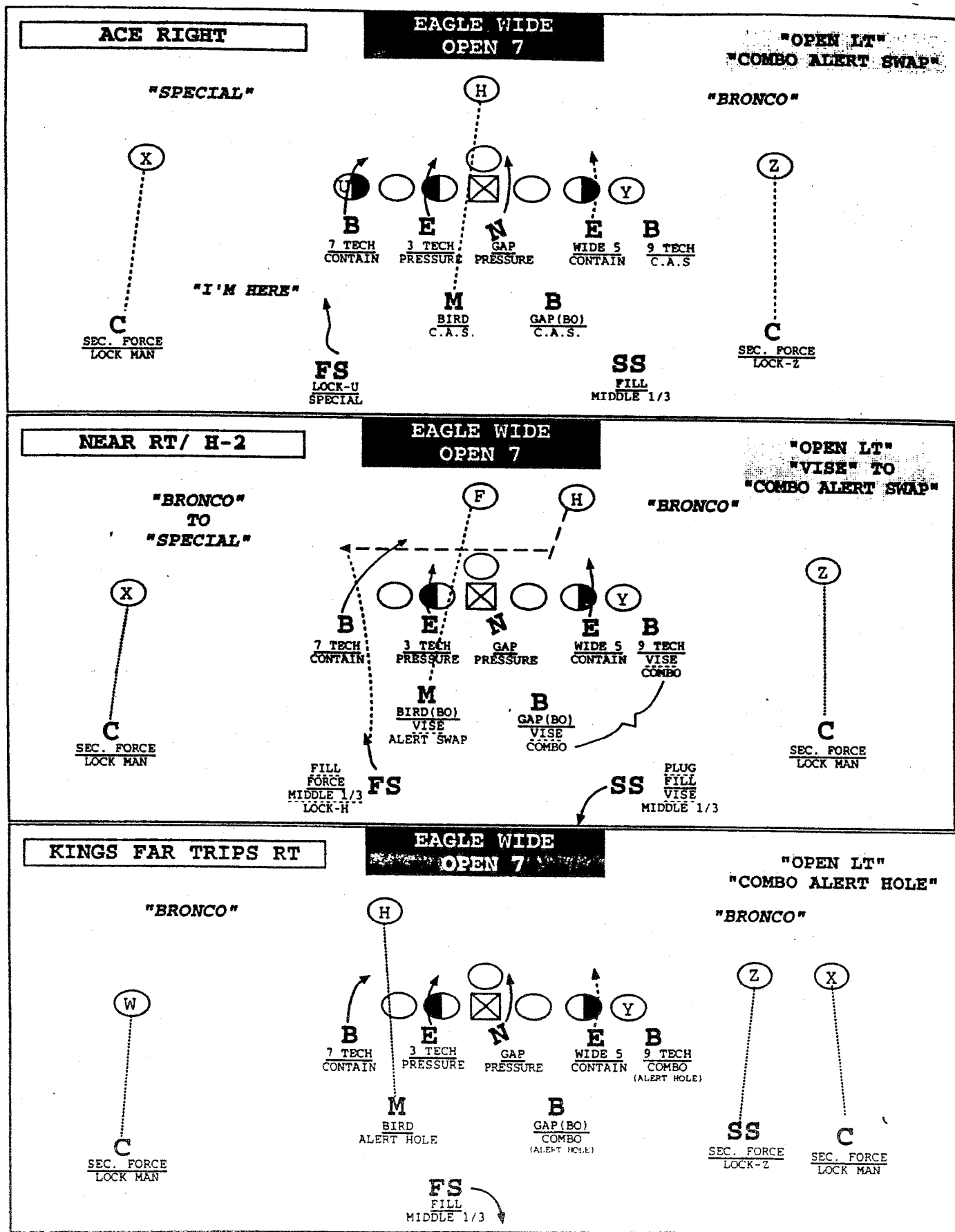
EAGLE WIDE OPEN 7

"OPEN RT"
"VISE"
TO "HOLE"

"BRONCO"

"BRONCO"
TO
"SPECIAL"





OPEN 7

(STATIC ADJUSTMENTS)

1 "BRONCO" 	2 "SPECIAL" 	3 "BRONCO"
4 "BRONCO" 	5 "BRONCO" 	6 "SPECIAL"
7 "BRONCO" 	8 "BRONCO" 	9 "BRONCO"
10 "BRONCO" 	11 "BRONCO" 	12 "BRONCO"
13 "BRONCO" 	14 "BRONCO" 	15 "BRONCO"
16 "SPECIAL" 	17 "BRONCO" 	18 "BRONCO"
19 "BRONCO" 	20 "BRONCO" 	21 "BRONCO"
22 "BRONCO" 	23 "BRONCO" 	24 "BRONCO"



OPEN 7

(MOTION ADJUSTMENTS)

<p>SPLIT LEFT/Z-MOTION "BRONCO"</p>	<p>1 "BRONCO"</p> <p>FAR 1 LT/P-3C "BRONCO"</p>	<p>2 "BRONCO"</p> <p>TRIPS LEFT/F-WING/F-2 "BRONCO"</p>
<p>4 "BRONCO"</p> <p>SPLIT SLOT LEFT/Z-MOTION "BRONCO"</p>	<p>5 "BRONCO"</p> <p>SPLIT SLOT LEFT/H-2 LONG "BRONCO"</p>	<p>6 "BRONCO"</p> <p>SPLIT SLOT LEFT/F-3 "SPECIAL"</p>
<p>7 "BRONCO"</p> <p>I LEFT/Y-OFF/Y-MOTION "BRONCO"</p>	<p>8 "BRONCO"</p> <p>TWIN LEFT/H-WIDE/Y-OFF/Y-3 "BRONCO"</p>	<p>9 "BRONCO"</p> <p>TRIPS LEFT/H-WIDE/Z-MOTION "BRONCO"</p>
<p>10 "BRONCO"</p> <p>SPLIT LEFT/Y OFF/ Y YOYO "BRONCO"</p>	<p>11 "BRONCO"</p> <p>I LEFT/Y CRACK/Z MOTION "BRONCO"</p>	<p>12 "BRONCO"</p> <p>NEAR SLOT LEFT/Y-WIDE/Z-MOTION "BRONCO"</p>
<p>13 "SPECIAL"</p> <p>ACE LEFT/Z-MOTION "BRONCO"</p>	<p>14 "SPECIAL"</p> <p>ACE LEFT/X-3 "BRONCO"</p>	<p>15 "BRONCO"</p> <p>ACE TRIPS SLOT LEFT/X-MOTION "SPECIAL"</p>
<p>16 "BRONCO"</p> <p>ACE SLOT LEFT/Z-MOTION "BRONCO"</p>	<p>17 "BRONCO"</p> <p>ACE SLOT RIGHT/U-WIDE/Z-MOTION "BRONCO"</p>	<p>18 "SPECIAL"</p> <p>ACE LEFT/Y-OFF/Y-MOTION "BRONCO"</p>
<p>19 "BRONCO"</p> <p>KINGS FAR LEFT/Z-MOTION "BRONCO"</p>	<p>20 "BRONCO"</p> <p>KINGS LEFT/W-3 "BRONCO"</p>	<p>21 "BRONCO"</p> <p>KINGS TRIPS NEAR SPEED LEFT/Z-2 "BRONCO"</p>
<p>22 "BRONCO"</p> <p>QUEENS LEFT/Z-MOTION "BRONCO"</p>	<p>23 "SPECIAL"</p> <p>TENS I LEFT/Z-MOTION "BRONCO"</p>	<p>24 "BRONCO"</p> <p>CLUBS LEFT/Z-MOTION "BRONCO"</p>

OPEN 7 : COMBO ALERT SWAP

<p>FAR RIGHT 70 1</p>	<p>FAR LEFT 70 2</p>
<p>TWIN SLOT LEFT/H-WIDE 71 3</p>	<p>TWIN SLOT RIGHT/H-WIDE 71 4</p>
<p>FAR RT 61 5</p>	<p>FAR LEFT 61 6</p>
<p>ACE RT 61 7</p>	<p>ACE LT 61 8</p>



OPEN 7 : COMBO ALERT HOLE

<p>TWIN FAR SLOT LEFT 61 1</p>	<p>TWIN FAR SLOT RIGHT 61 2</p>
<p>TRIPS FAR RT 60R 3</p>	<p>TRIPS FAR RT 60R 4</p>
<p>FAR I RT/H-3 60 R 5</p>	<p>FAR I LT/H-3 60 R 6</p>
<p>TRIPS FAR RIGHT 60 RY 7</p>	<p>TRIPS FAR LEFT 60 RY 8</p>

OPEN 7 : VISE

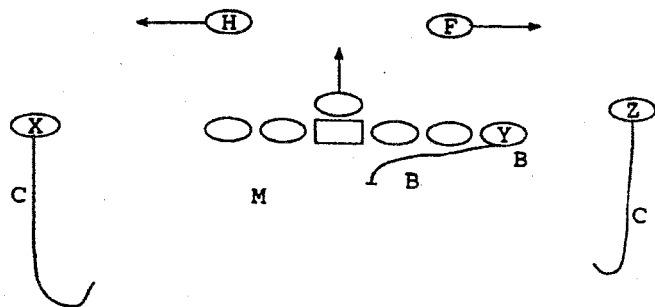
I RT 117 1	I LT 116 2
<p>SS</p>	<p>SS</p> <p>Man on F Flat</p> <p>B Bang Y Cross & Man H</p> <p>Flow with Y Under Sluff and Help</p> <p>Pick up Y Cross</p>
NEAR I RT 60 3	NEAR I LT 60 4
	<p>SS</p> <p>Man on Y flat</p> <p>Man on F</p> <p>Man on H</p> <p>Y Flat Sluff and Help</p>
I RT 117 5	I LT 116 6
	<p>SS</p> <p>Man on F Flat</p> <p>Sluff w/eyes on H-Checkdown</p> <p>Cover Y upfield Outside In</p>
NEAR I RT / Z-IN 62 7	NEAR I LT / Z-IN 62 8
<p>SS</p>	<p>SS</p> <p>Man on F</p> <p>Man on Y Outside In</p> <p>Push to Y and help on Z Under</p> <p>Man on H</p>



OPEN 7 : TREY PICK-UPS

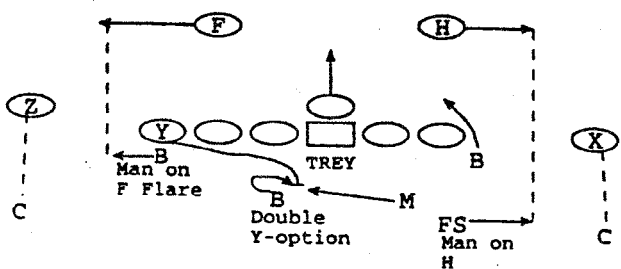
SPLIT RT 60R

1



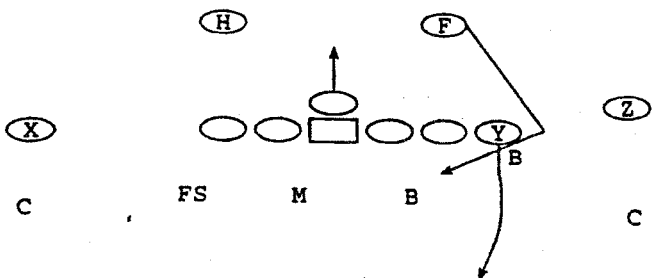
SPLIT LEFT 60R

2



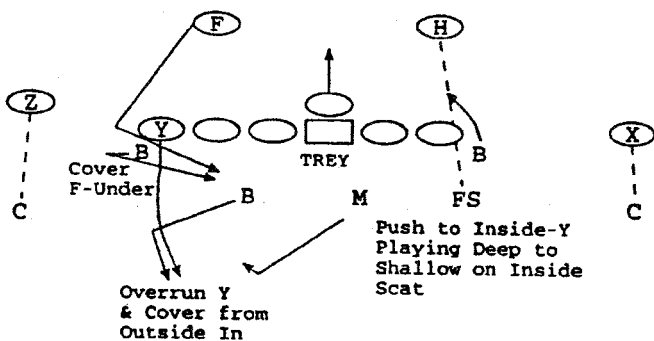
SPLIT RT 62

3



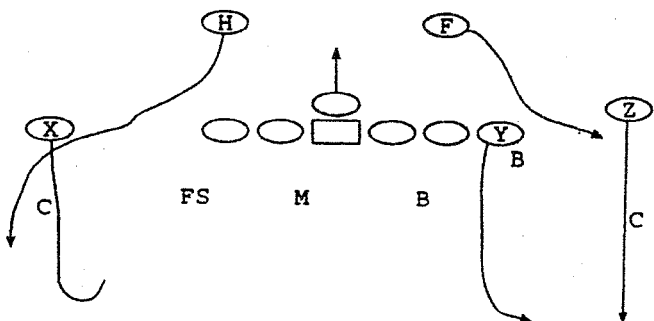
SPLIT LT 62

4



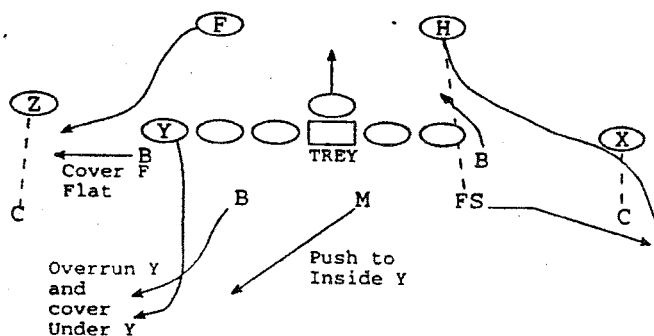
SPLIT RT 62

5



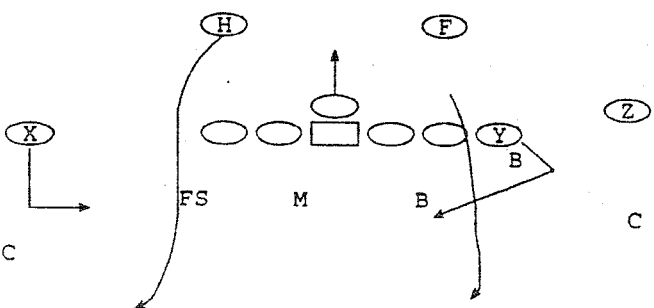
SPLIT LT 62

6



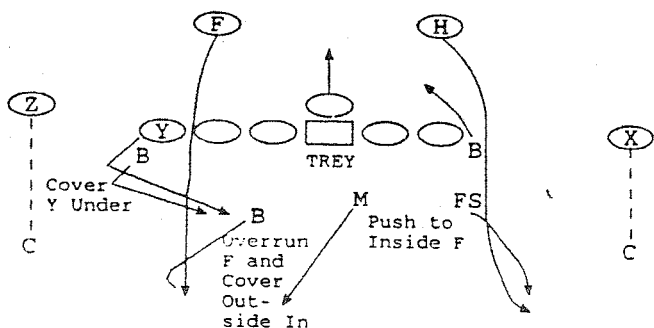
SPLIT RT 60R

7



SPLIT LT 60R

8



EAGLE WIDE DOG-1

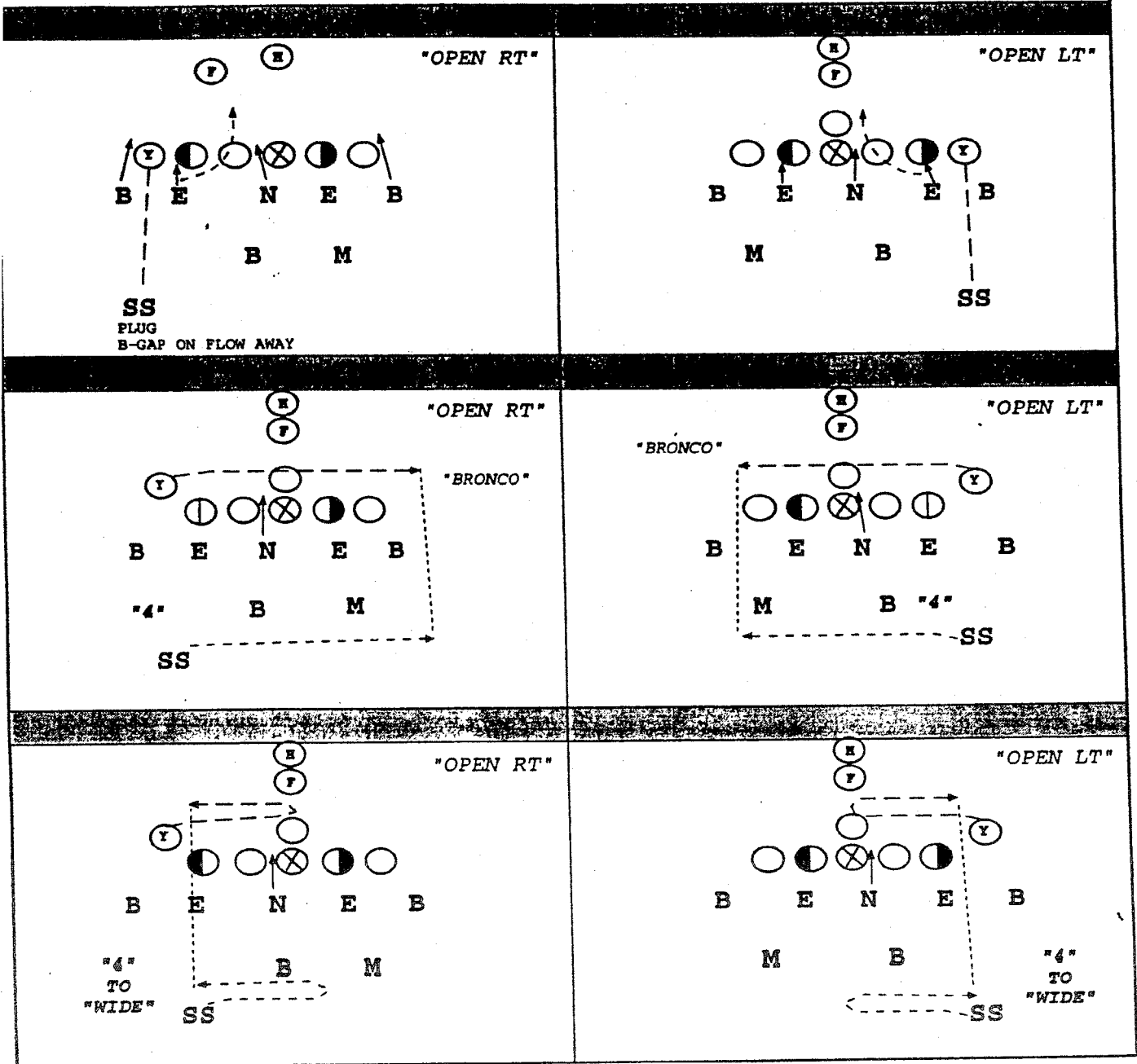
PLAYS THE SAME AS DOG-1 FOR EVERYONE EXCEPT CLOSED END AND BUC.

CLOSED END: VS. TE IN D-AREA, PLAY WIDE 5 TECHNIQUE AND INSIDE PRESSURE LANE RUSH FEELING THE OG PASS BLOCK

IF NO TE IN D-AREA, YOU WILL GET A "4" CALL FROM BUC WHICH PUTS YOU INTO A 4 TECHNIQUE VERSUS THE RUN.

IF TE DOES YOYO MOTION, IT WILL BE A "4" BACK TO "WIDE"

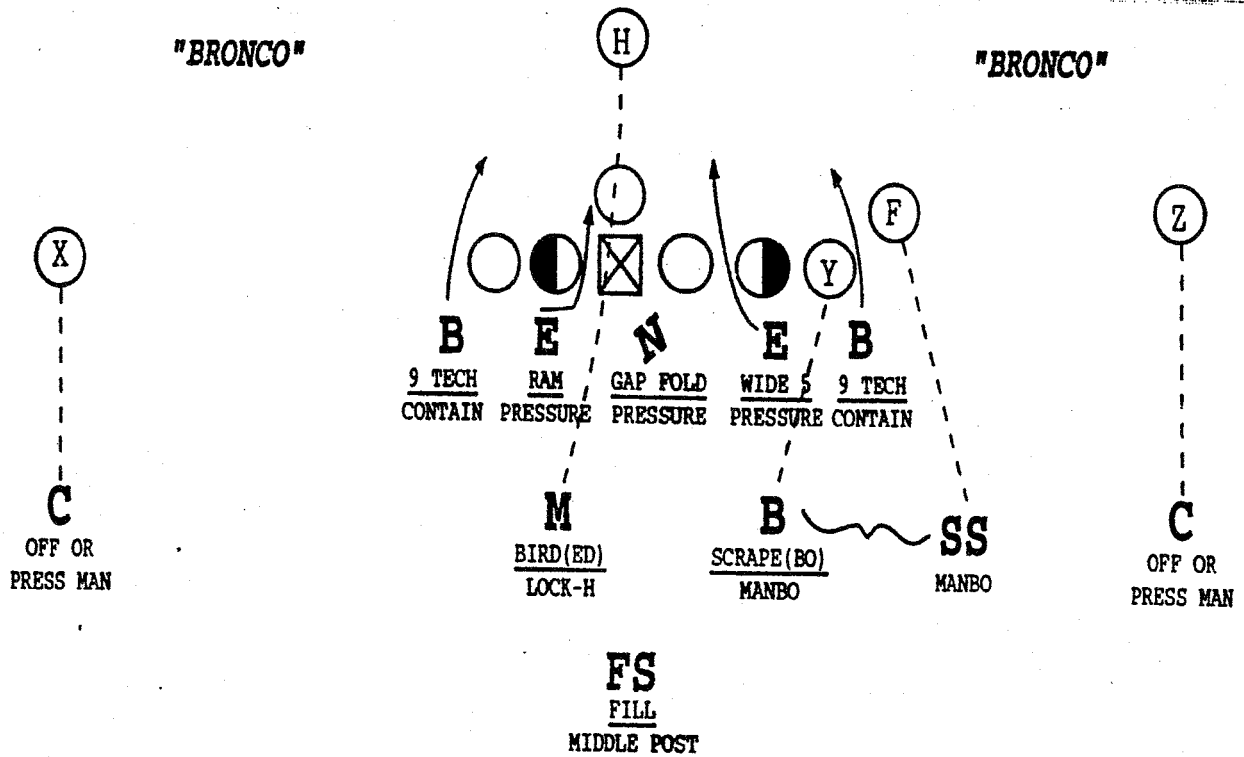
* RUN FITS TO TE SIDE WILL BE THE SAME AS "WISE" IN OPEN 7



TRIPS RT/ F-WING

EAGLE WIDE ED
DOG 1

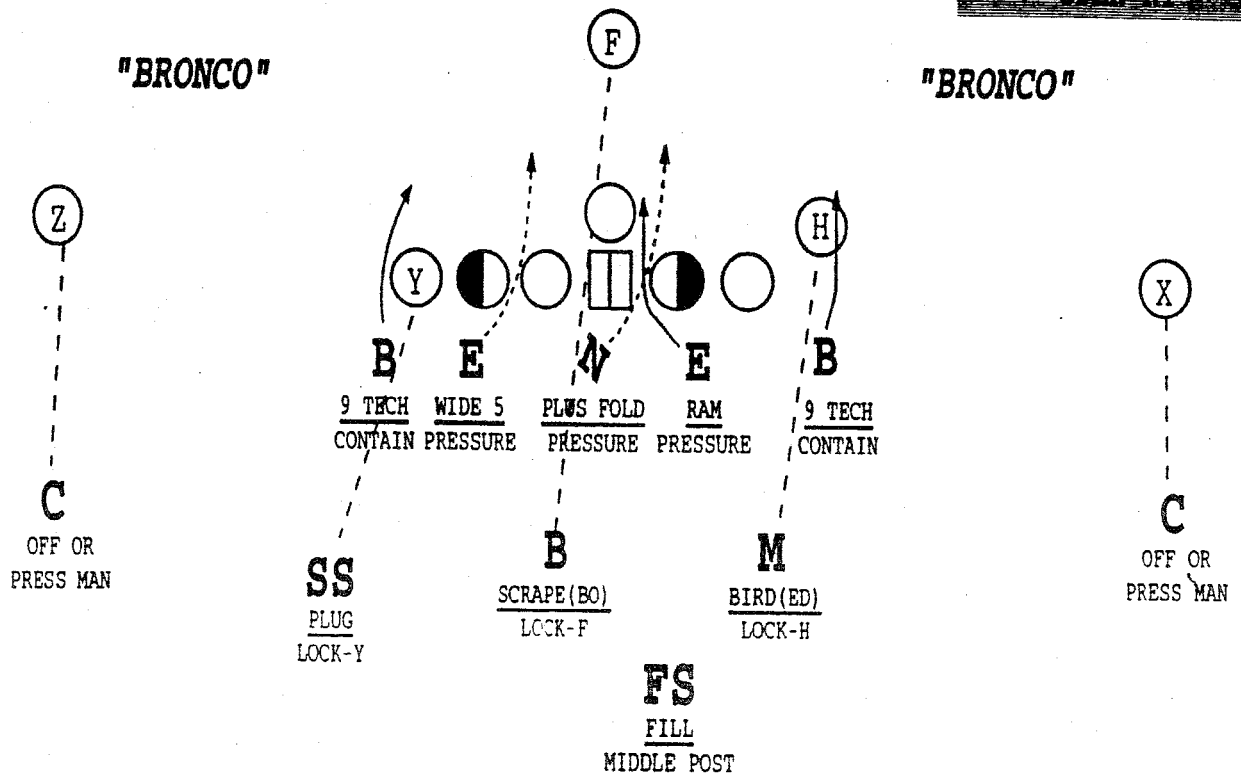
"ROY"
"OPEN LEFT"



TWIN LEFT/ H-CLOSE

EAGLE WIDE ED
DOG 1

"ROY"
"OPEN RT"



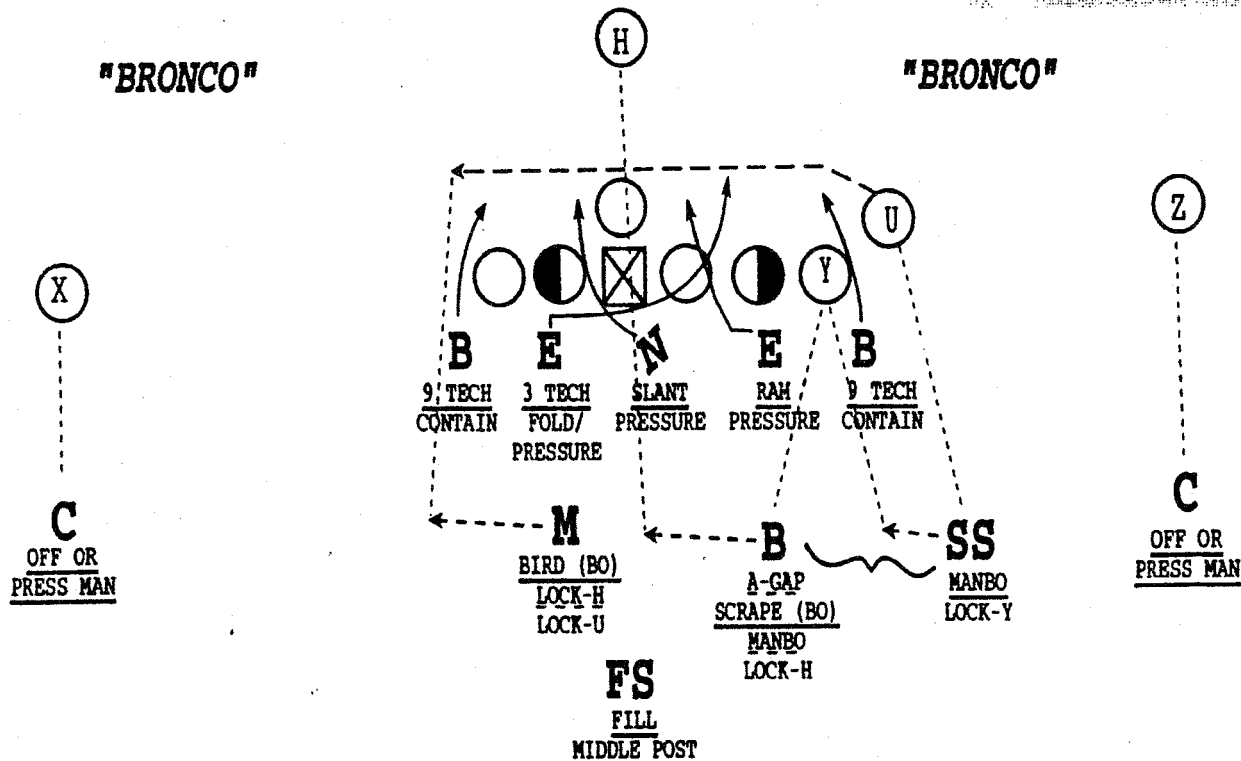
ACE TRIPS RT/ U-2

EAGLE ISO
DOG-1

"ROY"
"OPEN LEFT"

"BRONCO"

"BRONCO"



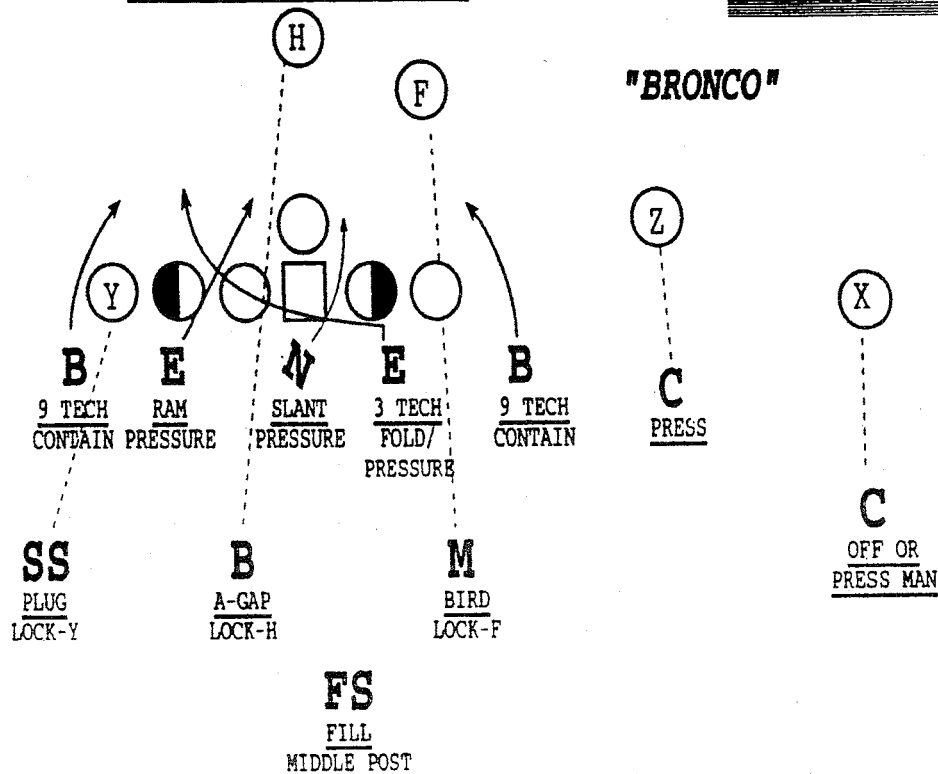
FAR I SLOT RIGHT

EAGLE ISO
DOG 1

"ROY"

"BRONCO"

"BRONCO"



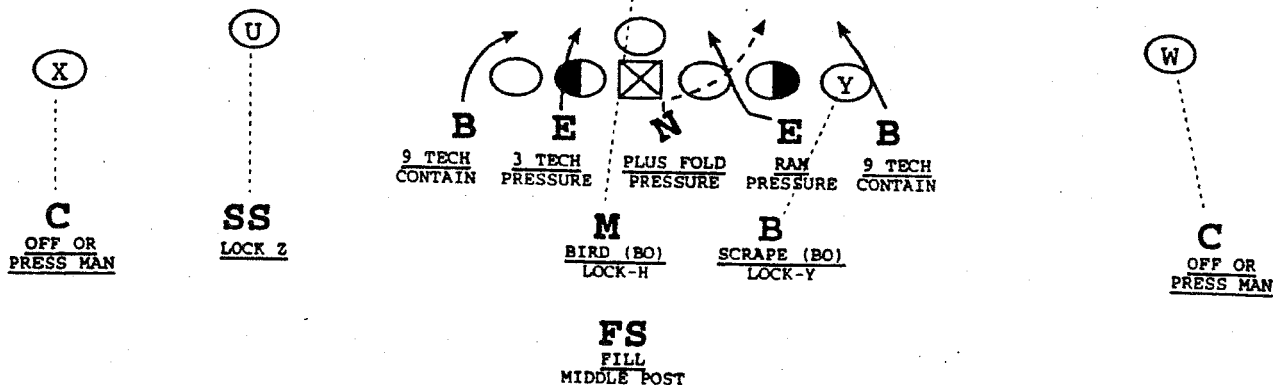
ACE LEFT/ U-CRACK

EAGLE Z
DOG 1

"LOU"
"OPEN LT"

"BRONCO"

"BRONCO"



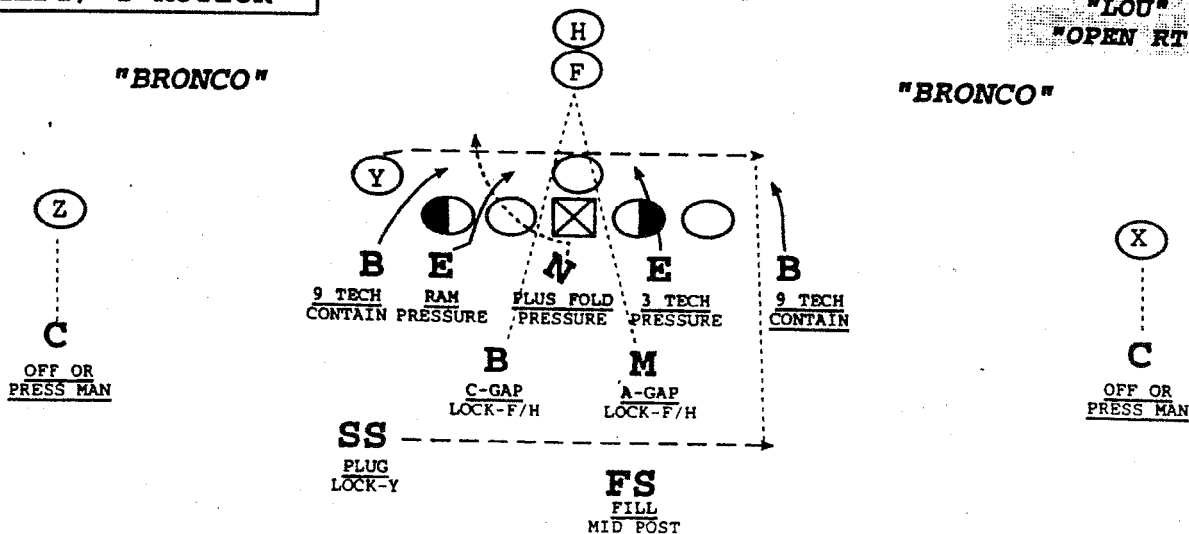
I LEFT/ Y-MOTION

EAGLE Z DOG 1

"LOU"
"OPEN RT"

"BRONCO"

"BRONCO"



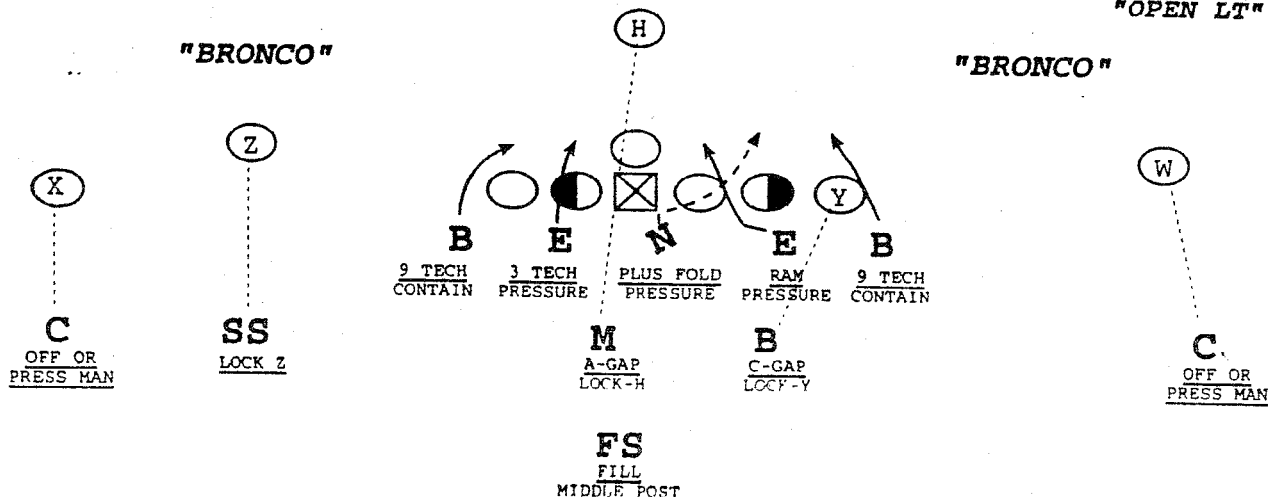
KINGS LEFT

EAGLE Z DOG 1

"LOU"
"OPEN LT"

"BRONCO"

"BRONCO"

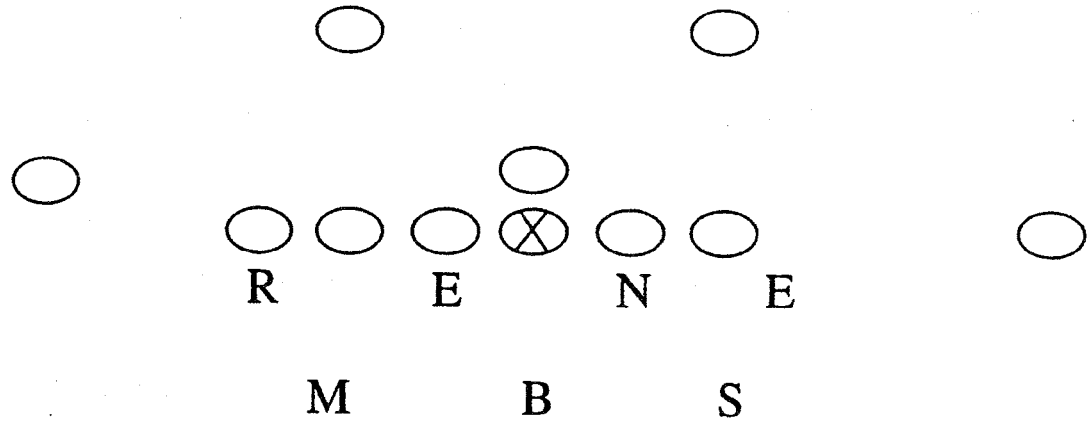


1997 TRAINING CAMP

DEFENSE MTG #4



LOAD PACKAGE



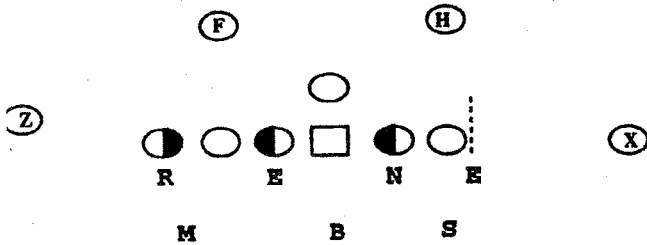
LOAD IS AN OKIE PERSONNEL FRONT WHERE WE MAKE ONE OLB THE RUSH BACKER AND THE OTHER OLB THE STACK BACKER. WE WILL STEM TO THIS FROM OUR 3-4 LOOKS. THE ALIGNMENTS AND GAP RESPONSIBILITIES WILL DEPEND ON THE VARIOUS LOAD FRONTS THAT WE HAVE. THE BUC ILB WILL BE IN THE MIDDLE AND THE MAC ILB WILL PLAY OPPOSITE THE STACK OLB. A RANDY/LEO CALL WILL BE MADE BY ILB'S TO SET THE INSIDE DL INTO THEIR TECHNIQUE.

LOAD PACKAGE - GENERAL

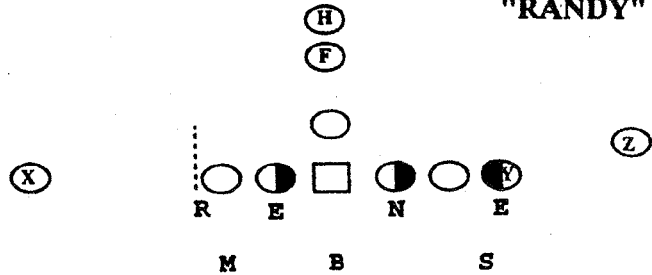


LOAD SHADE

"LEO"



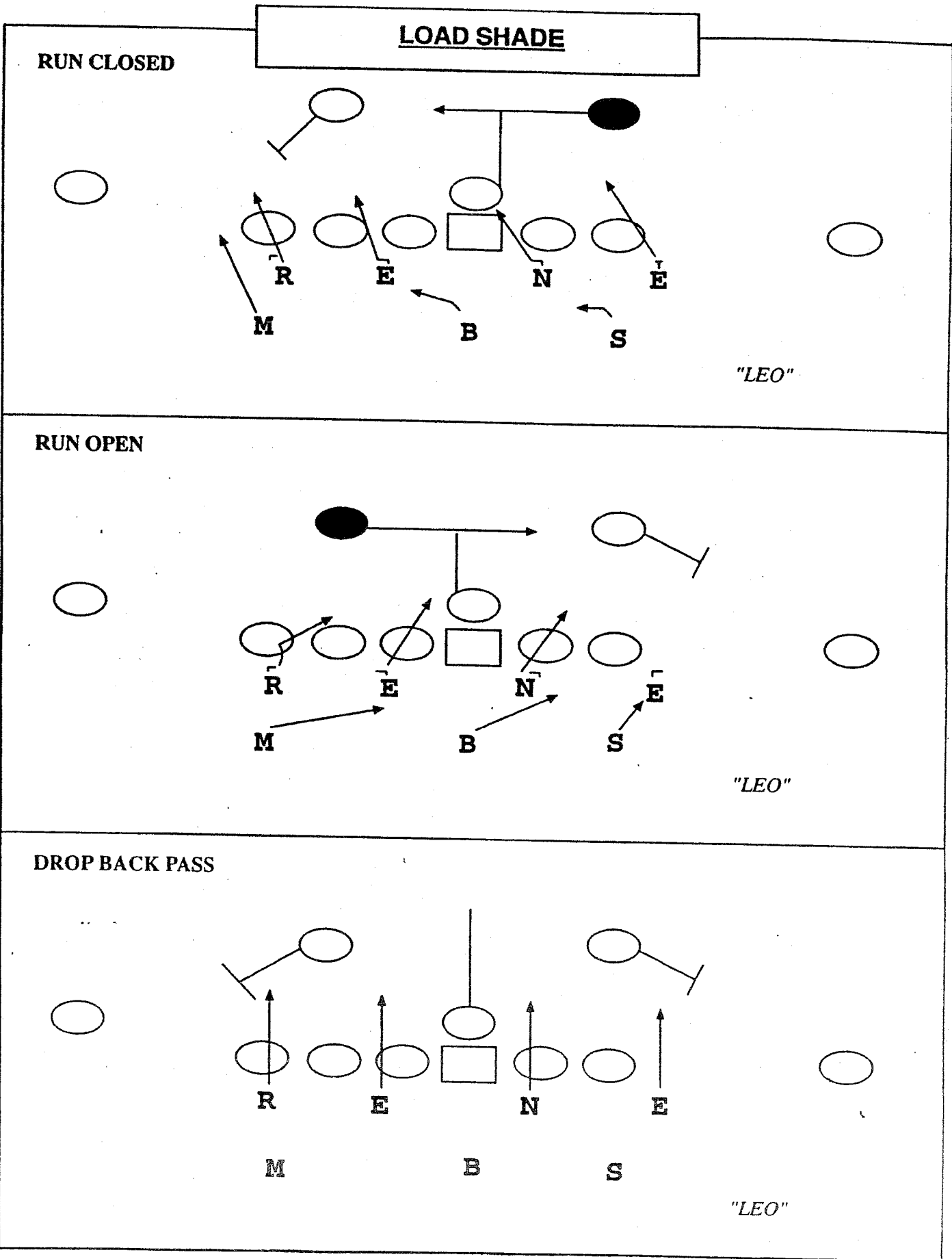
"RANDY"



NOTE: RANDY/LEO CALL WILL BE MADE TO PUSH DL TO TE

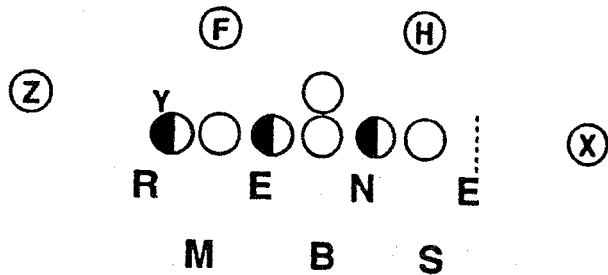
POSITION	TECHNIQUE-ALIGNMENT	KEY	RESPONSIBILITIES
WIDE END & RUSH OLB	7 TECHNIQUE - INSIDE SPLIT TO TE - LOOSE 5 TO OPEN SIDE	ON TE KEY TE TO OT OPEN SIDE - KEY OT TO NEAR BACK	C-GAP/CONTAIN RUSH OR GAME BY CALL
NOSE & REDUCED END	3 OR 1 TECH 3 -OUTSIDE SPLIT OF OG 1 -INSIDE SPLIT OF OG	3 - OG/OT 1 - OG/OC	RUN TO: 3 TECH = B-GAP 1 TECH = A-GAP RUN AWAY: 3 TECH = SQUEEZE OG INTO A-GAP 1 TECH = A-GAP PASS: 3 TECH = FREE RUSH 1 TECH = A-GAP PRESSURE LANE
BUC	ALIGNMENT BASED ON BACKFIELD AND COVERAGE	- BACKS - OC/OG - READ ANGLE OF BACK	- MAKE RANDY/LEO CALL - A OR B-GAP TO FLOW BASED ON RANDY/LEO FLOW TO 3 TECH/MUST BEAT OC FLOW TO 1 TECH/MUST BEAT OG
MAC & STACK	BASED ON RESPONSIBILITY & BACKFIELD SET	- BACKS - OT/TE	RUN TO: PLUG OR FORCE BASED ON COVERAGE RUN AWAY: KNOW CUTBACK RESPONSIBILITY MUST BEAT OT CUTOFF (POSSIBLE REVERSE RESPONSIBILITY)



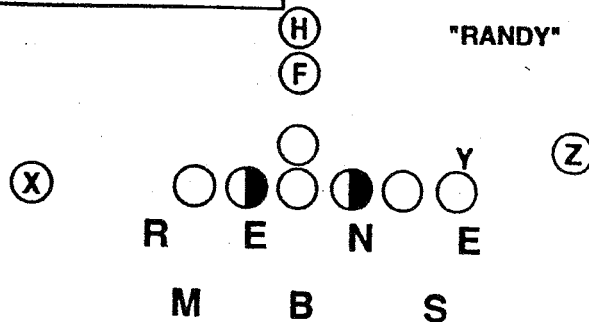


LOAD CHEAT

"LEO"



"RANDY"



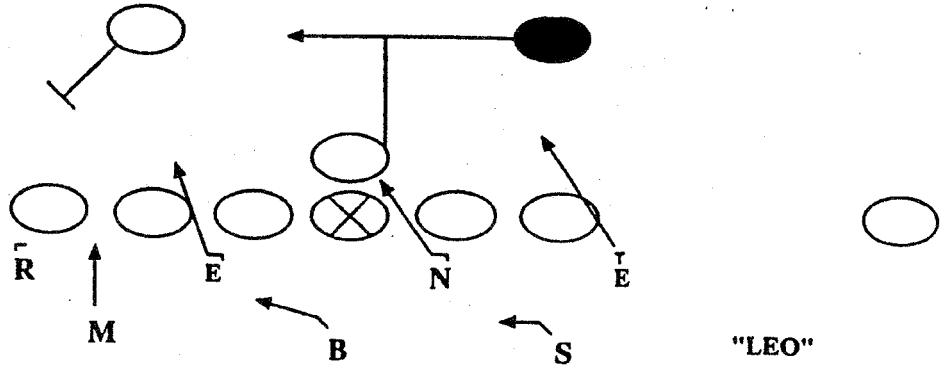
POSITION	TECHNIQUES & ALIGNMENTS	KEYS	RESPONSIBILITIES
WIDE END & RUSH OLE	TO TE: 6 TECHNIQUE OPEN SIDE: 7 TECH	ON TE: KEY TE OPEN SIDE: KEY OT TO NEARBACK	9 TECHNIQUE: D GAP/CONTAIN OPEN SIDE: C- GAP/CONTAIN
NOSE & DUCE END	3 OR 1 TECHNIQUE 3 - OUTSIDE SPLIT OF OG 1 - INSIDE SPLIT OF OG	3 - OG/OT 1 - OG/OC	RUN TO: 3 TECHNIQUE = B-GAP 1 TECHNIQUE = A-GAP RUN AWAY: 3 TECH = SQUEEZE OG INTO A-GAP 1 TECH = A-GAP PASS: 3 TECHNIQUE = FREE RUSH 1 TECHNIQUE = A-GAP PRESSURE LANE
BUC	ALIGNMENT BASED ON BACKFIELD AND COVERAGE	- BACKS - OC/OG - READ ANGLE OF BACK	- MAKE RANDY/LEO CALL - A OR B-GAP TO FLOW BASED ON RANDY/LEO FLOW TO 3 TECH : MUST BEAT OC FLOW TO 1 TECH : MUST BEAT OG
MAC & TACK	BASED ON RESPONSIBILITY & BACKFIELD SET	- BACKS - OT/TE	RUN TO: TO RANDY/LEO = C-GAP AWAY FROM CALL= PLUG OR FORCE BASED ON COVERAGE RUN AWAY: KNOW CUTBACK RESPONSIBILITY MUST BEAT OT CUTOFF (POSSIBLE REVERSE RESPONSIBILITY)

LOAD FRONTS

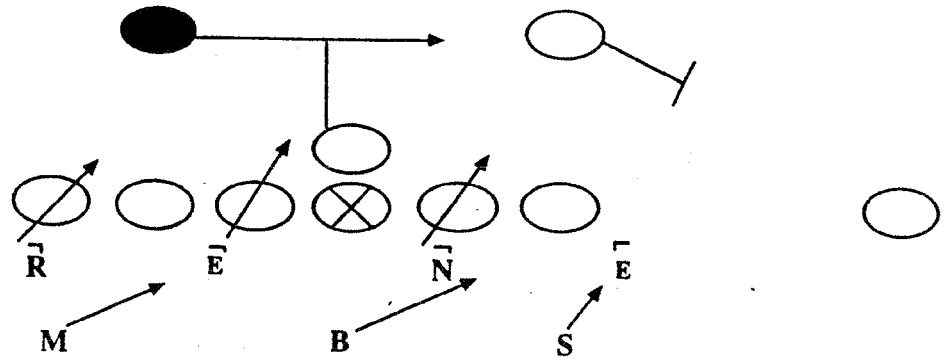


LOAD CHEAT

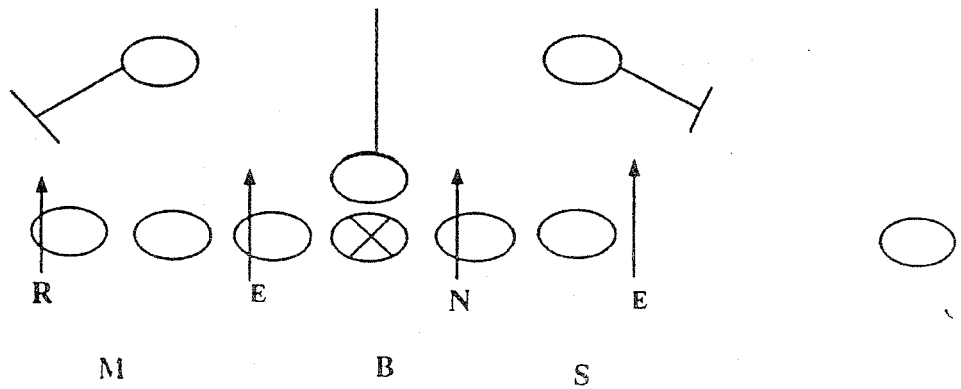
RUN CLOSED



RUN OPEN



DROPPACK
PASS



LOAD HAMMER

LOAD HAMMER IS A GAME IN LOAD THAT WE RUN OUT OF OUR BASE LOAD FRONTS. THE HAMMER IS RUN BY THE END (RUSH OR RE) AND THE TACKLE (LE OR NOSE) AWAY FROM THE "RANDY/LEO" CALL.

END / TACKLE TO THE CALL PLAY TECHNIQUES OF FRONT CALLED

ON THE SNAP:

HAMMER END

RAM OR BULLETS INTO THE B-GAP (NO POST STEP)

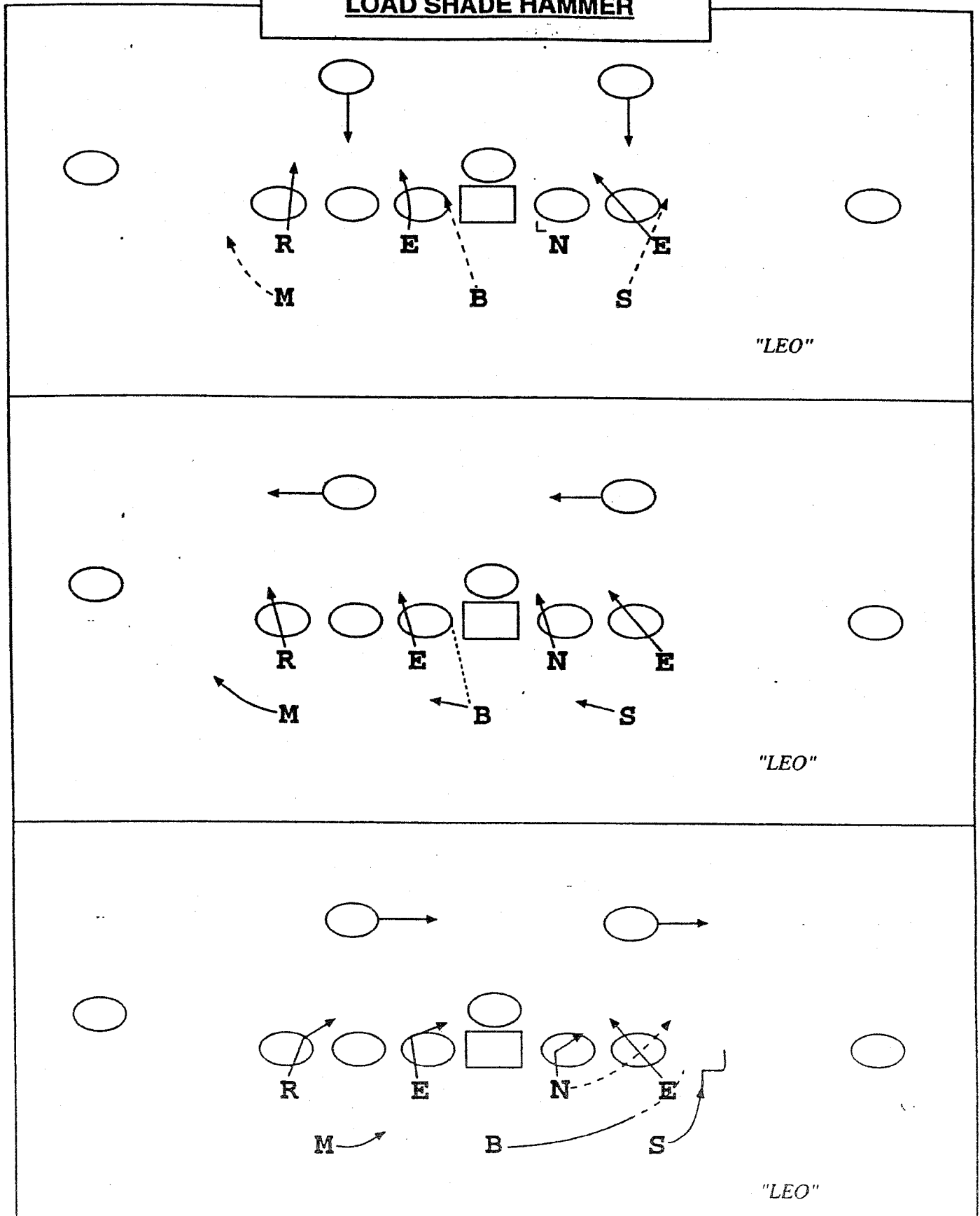
HAMMER TACKLE

PLAY AND POST THE A-GAP / ON PASS OR RUN TO THE SIDE OF THE HAMMER, FOLD BEHIND END INTO PASS CONTAIN OR PURSUIT

<p>SHADE HAMMER 1</p> <p style="text-align: center;">M B S</p> <p style="text-align: right;">"LEO"</p>	<p>SHADE HAMMER 2</p> <p style="text-align: center;">M B S</p> <p style="text-align: right;">"RANDY"</p>
<p>OVER HAMMER 3</p> <p style="text-align: center;">M B S</p> <p style="text-align: right;">"LEO"</p>	<p>OVER HAMMER 4</p> <p style="text-align: center;">M B S</p> <p style="text-align: right;">"RANDY"</p>
<p>SHADE HAMMER 5</p> <p style="text-align: center;">M B S</p> <p style="text-align: right;">"LEO" to "RANDY"</p>	<p>SHADE HAMMER 6</p> <p style="text-align: center;">M B S</p> <p style="text-align: right;">"RANDY" to "LEO"</p>



LOAD SHADE HAMMER



LOAD **ZONE AUTOMATIC**

An adjustable zone that plays as a 3 deep coverage with a Ralph-Larry call to the tilt of the formation versus all sets except Twin. Versus any Twin set we will check Quarters and play 3-Under 4-Deep.

Corners will align left and right. Strong Safety and Free Safety will align strong and weak. All motion will be bumped across the formation.

MAC & STACK LBer

Ralph-Larry	Buzz/Flat to Call Seam/Flat away from Call
Quarters	Quarter/Flat

BUC

Ralph-Larry	Squirm Hook-Curl away from Ralph-Larry Call
Quarters	Zone off 3 inside receivers with outside backers. Quarter Hook Technique

SAFETIES

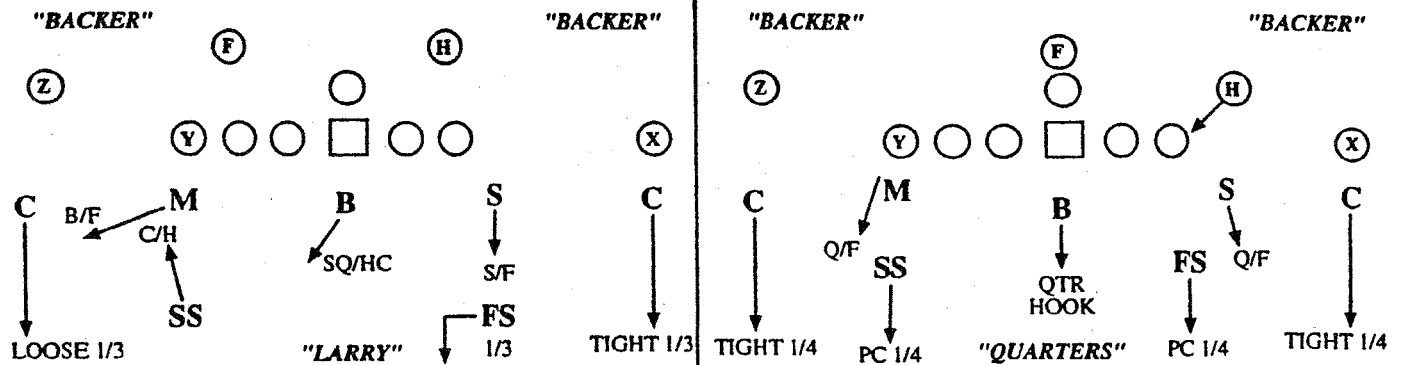
Ralph-Larry	To Call = Curl-Hook Away From Call = Deep middle 1/3
Quarters	Deep Inside 1/4 (Post-Curl)

CORNERS

Ralph-Larry	To Call = Loose 1/3 Away From Call = Tight 1/3
Quarters	Tight 1/4



LOAD ZONE AUTOMATIC



POSITION	ALIGNMENT	KEY	RUN RESPONSIBILITY	PASS RESPONSIBILITY
MAC & STACK	ALIGN LEFT & RIGHT	BACKS TACKLE	RUN TO: FORCE RUN AWAY: REVERSE	<u>QUARTERS</u> QUARTER/FLAT <u>RALPH</u> BUZZ/FLAT TO CALL <u>LARRY</u> SEAM/FLAT AWAY FROM CALL
BUCK	DEPENDS ON FRONT			<u>QUARTERS</u> QUARTER HOOK <u>RALPH/LARRY</u> SQUIRM/HOOK-CURL
CORNERS	OUTSIDE SHADE X 8-10 YDS	THRU #2 TO BACKS	RUN TO: SECONDARY FORCE RUN AWAY: ARC	<u>QUARTERS</u> OUTSIDE 1/4 <u>RALPH/LARRY</u> TIGHT 1/3 AWAY LOOSE 1/3 TO CALL
STRONG SAFETY	ALIGN STRONG WITH 2 DEEP DISGUISE	THRU #2 TO BACKS	<u>QUARTERS</u> RUN TO: FILL RUN AWAY: BACKSIDE LEVERAGE <u>RALPH-LARRY</u> MIDDLE 1/3 = FILL CURL/HOOK RUN TO = PLUG RUN AWAY = PURSUE/CUTBACK	<u>QUARTERS</u> POST/CURL 1/4 <u>RALPH/LARRY</u> CURL/HOOK TO CALL MID 1/3 AWAY FROM CALL
FREE SAFETY	ALIGN WEAK WITH 2 DEEP DISGUISE	THRU UNCOVERED LINEMEN	SAME AS STRONG SAFETY	SAME AS STRONG SAFETY



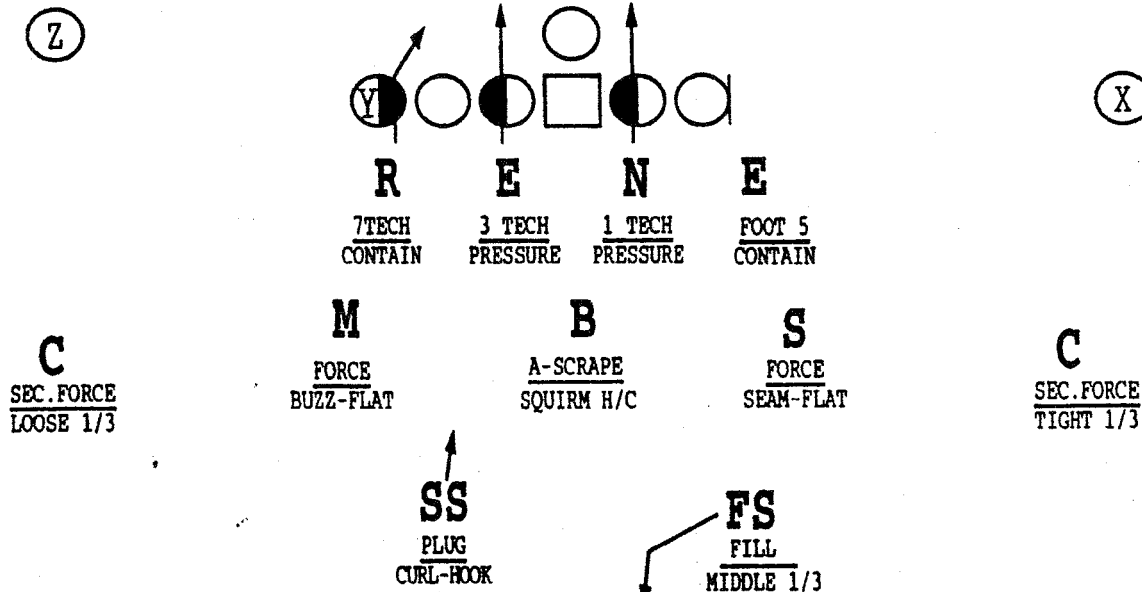
I LEFT

**LOAD SHADE ZONE
AUTOMATIC**

**"LEO"
"LARRY"**

"BACKER"

"BACKER"



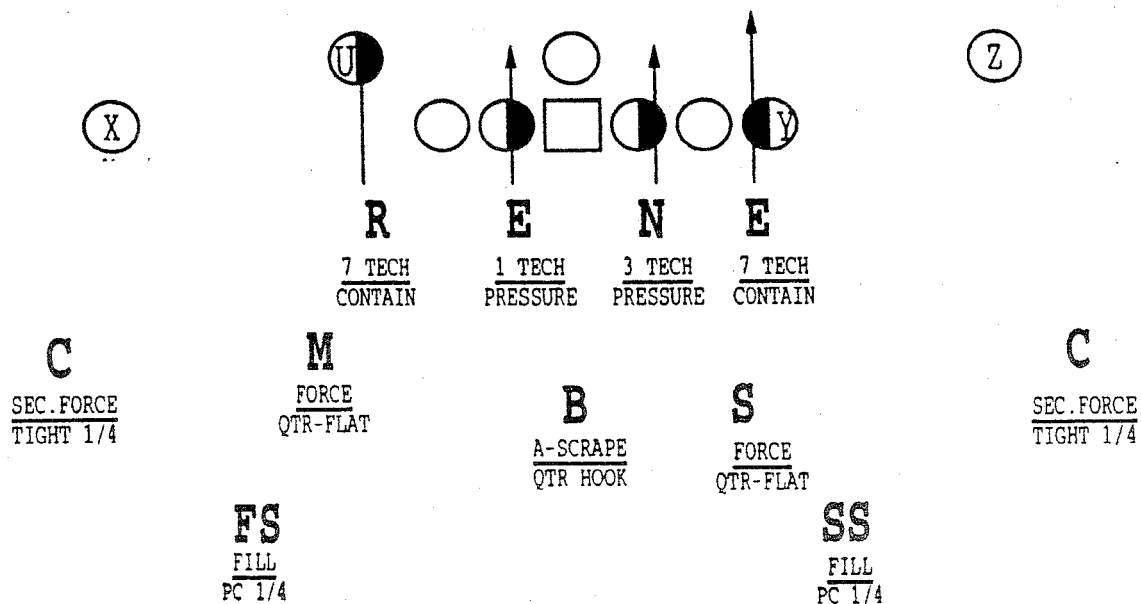
ACE RIGHT/ U-OFF

**LOAD SHADE ZONE
AUTOMATIC**

**"RANDY"
"QUARTERS"**

"BACKER"

"BACKER"



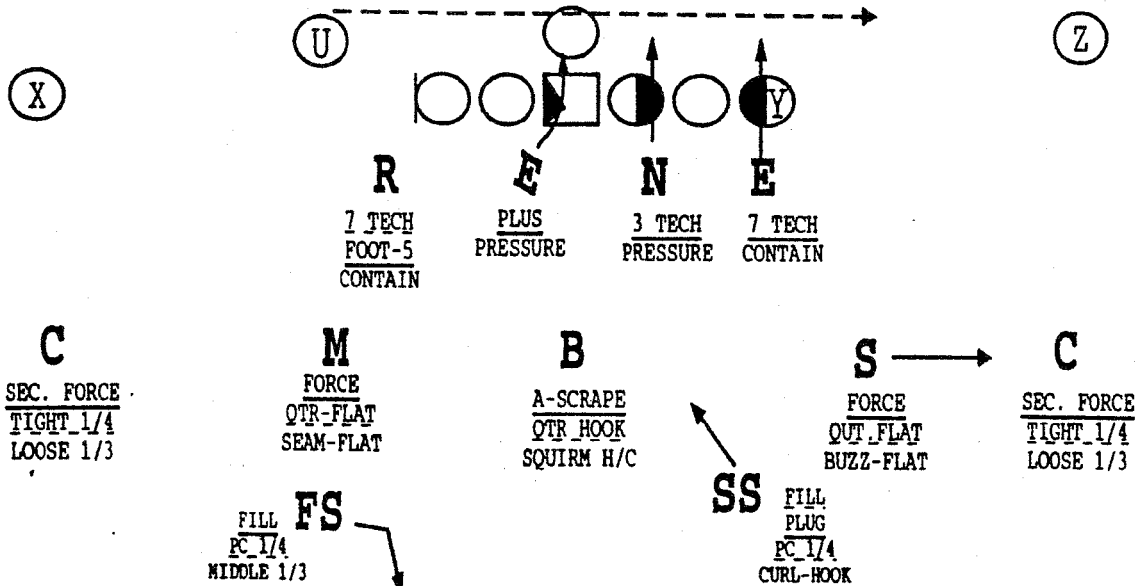
ACE RT/ U-OFF/U-3

LOAD OVER ZONE
AUTOMATIC

RANDY
"QUARTERS"
TO
"RALPH"

"BACKER"

"BACKER"



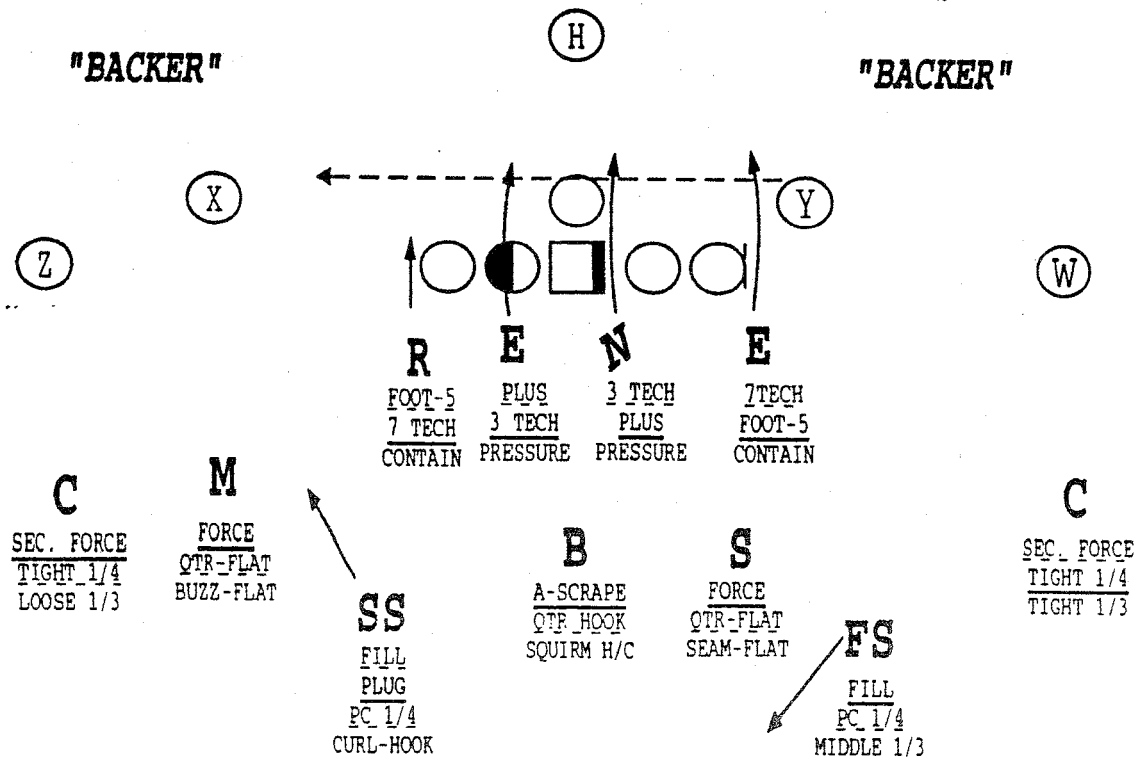
KINGS LT/ Y-3

LOAD OVER ZONE
AUTOMATIC

"RANDY TO LEO"
"QUARTERS" TO "LARRY"

"BACKER"

"BACKER"



PANTHERS DEFENSE
1997 TRAINING CAMP

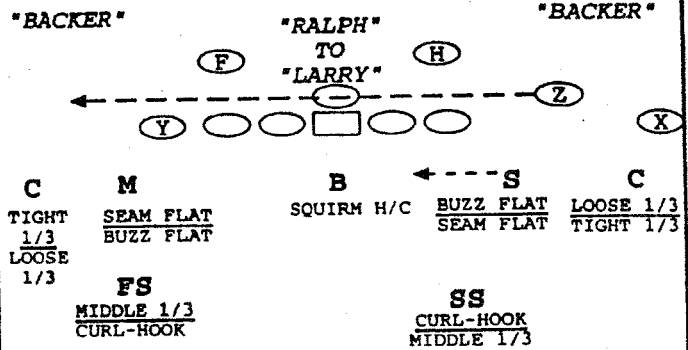
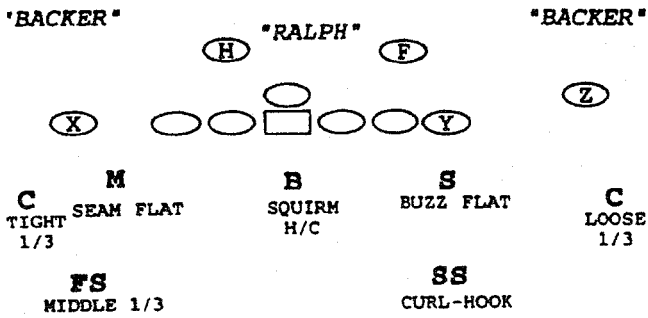
MTG #4
PG 13

LOAD SHADE ZONE AUTOMATIC

PLIT RT

1 SPLIT SLOT RT/Z-MOTION

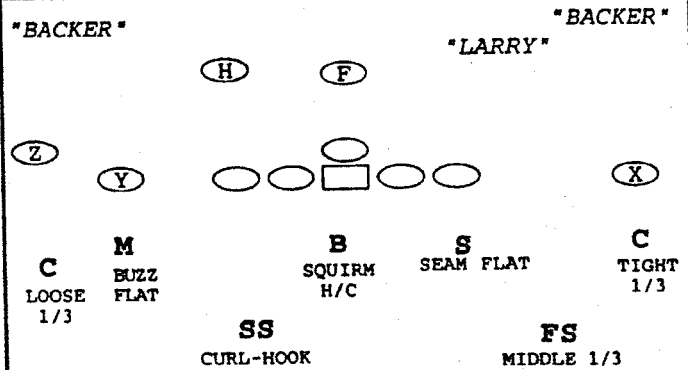
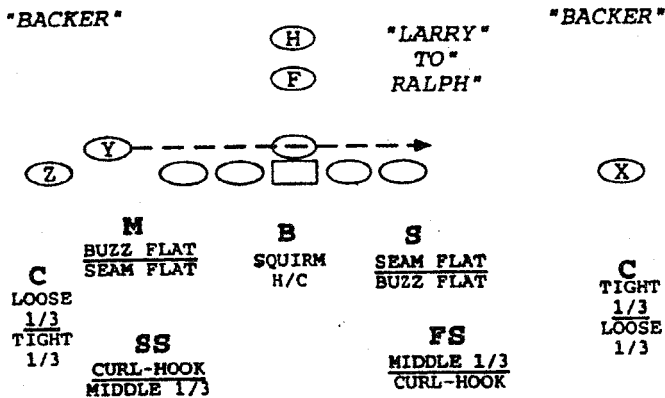
2



I LT/Y-MOTION

3 NEAR LT/Y-CRACK

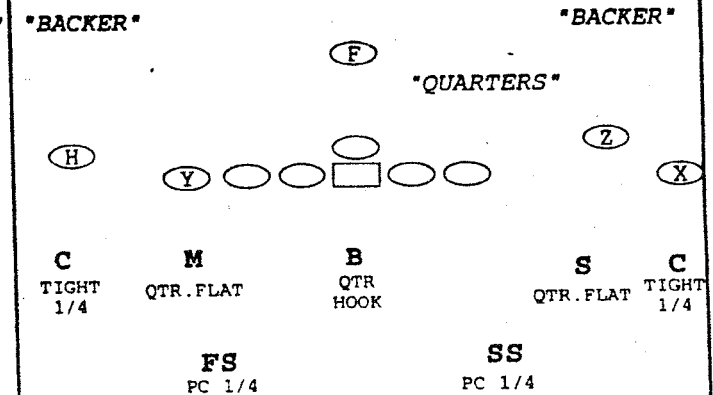
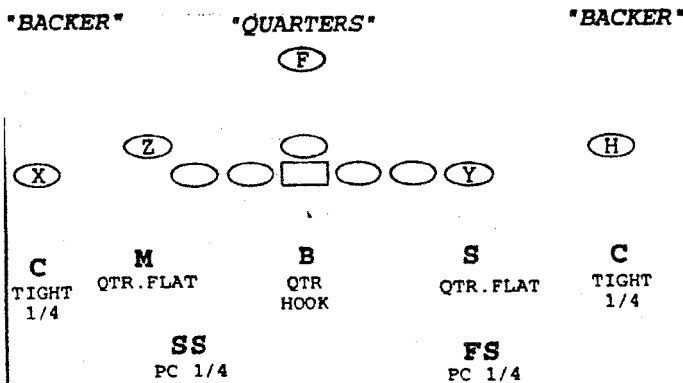
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TWIN SLOT LEFT/H-WIDE

5 TWIN SLOT RT/H-WIDE

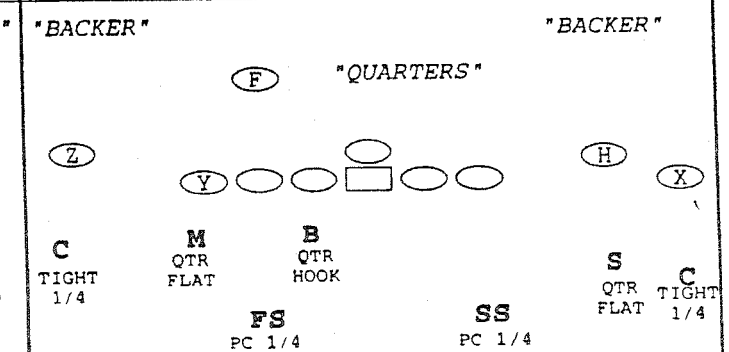
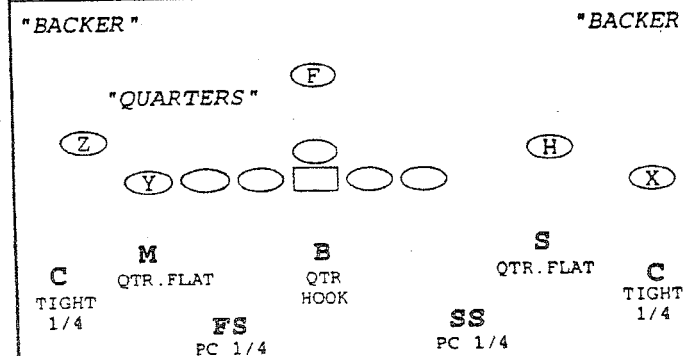
6



TWIN LT/H-CRACK

7 TWIN NEAR LT/H-CRACK

8

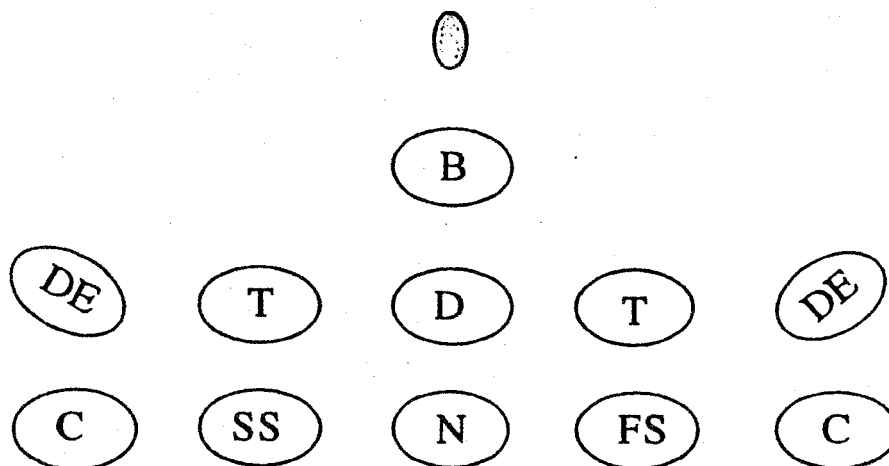


LOAD SHADE ZONE AUTOMATIC

ACE LEFT 1	ACE TRIPS LEFT 2
<p>"BACKER" (H) "BACKER" (X)</p> <p>"QUARTERS" (Z)</p> <p>(Y) (O) (O) (X) (O) (O) (U)</p> <p>C TIGHT 1/4 M QTR FLAT B QTR HOOK S QTR FLAT C TIGHT 1/4</p> <p>SS PC 1/4 FS PC 1/4</p>	<p>"BACKER" (H) "BACKER" (X)</p> <p>"LARRY" (Z) (U) (Y) (O) (O) (X) (O) (O)</p> <p>C LOOSE 1/3 M BUZZ FLAT B SQUIRM H/C S SEAM FLAT C TIGHT 1/3</p> <p>SS CURL-HOOK FS MIDDLE 1/3</p>
ACE TRIPS SLOT LT / Z-MOTION 3	TENS I HEAVY LEFT / U-MOTION 4
<p>"BACKER" (H) "BACKER" (X)</p> <p>"LARRY" TO "QUARTERS" (Z) (Z) (U) (O) (O) (X) (O) (O) (Y)</p> <p>C LOOSE 1/3 M --> B --> S --> C --> TIGHT 1/4</p> <p>BUZZ FLAT QTR FLAT SQUIRM H/C QTR HOOK SEAM FLAT QTR FLAT</p> <p>SS CURL-HOOK PC 1/4 FS MIDDLE 1/3 PC 1/4</p>	<p>"BACKER" (H) "BACKER" (X)</p> <p>"LARRY" TO "RALPH" (U) (Y) (O) (O) (X) (O) (O)</p> <p>C TIGHT 1/4 M BUZZ FLAT B SQUIRM H/C S --> C LOOSE 1/3</p> <p>BUZZ FLAT SEAM FLAT SEAM FLAT BUZZ FLAT</p> <p>SS CURL-HOOK MIDDLE 1/3 FS MIDDLE 1/3 CURL-HOOK</p>
KINGS LEFT 5	KINGS RT / Z-MOTION 6
<p>"BACKER" (H) "BACKER" (W)</p> <p>"QUARTERS" (Z)</p> <p>(X) (O) (O) (X) (O) (O) (Y)</p> <p>C TIGHT 1/4 M QTR FLAT B QTR HOOK S QTR FLAT C TIGHT 1/4</p> <p>SS PC 1/4 FS PC 1/4</p>	<p>"BACKER" (H) "BACKER" (X)</p> <p>"QUARTERS" TO "LARRY" (W) (Y) (O) (O) (X) (O) (O) (Z)</p> <p>C TIGHT 1/4 M --> B --> S --> C TIGHT 1/4</p> <p>QTR FLAT BUZZ FLAT QTR HOOK SQUIRM H/C QTR FLAT SEAM FLAT</p> <p>FS PC 1/4 CURL-HOOK SS PC 1/4 MIDDLE 1/3</p>
KINGS FAR TRIPS RT / Y-2 7	QUEENS LEFT 8
<p>"BACKER" (H) "BACKER" (X)</p> <p>"RALPH" TO "QUARTERS" (W) (O) (O) (X) (O) (O) (Y) (Z)</p> <p>C TIGHT 1/3 M SEAM FLAT QTR FLAT B QTR HOOK SQUIRM H/C S BUZZ FLAT QTR FLAT C TIGHT 1/4</p> <p>FS MIDDLE 1/3 PC 1/4 SS CURL-HOOK PC 1/4</p>	<p>"BACKER" (H) "BACKER" (Y)</p> <p>"LARRY" (Z) (X) (O) (O) (X) (O) (O)</p> <p>C LOOSE 1/3 M BUZZ-FLAT B QTR HOOK S SEAM FLAT C TIGHT 1/3</p> <p>SS CURL-HOOK FS MIDDLE 1/3</p>

BASIC HUDDLE PROCEDURE

DIME HUDDLE



FRONT ROW (LE, LT, DIME, RT, RE)

- DIME - SET HUDDLE 2 YDS. FROM BALL
- FEET SHOULDER WIDTH AND PARALLEL
- HANDS ON KNEES AND EYES ON SIGNAL CALLER
- ENDS FACED IN AT 45 DEGREE

BACK ROW (LC, SS, NICKEL, FS, RC)

- HANDS ON HIPS OR AT SIDES
(DON'T LEAN ON PLAYER IN FRONT OF YOU)
- FEET SHOULDER WIDTH AND PARALLEL

SIGNAL CALLER (BACKER)

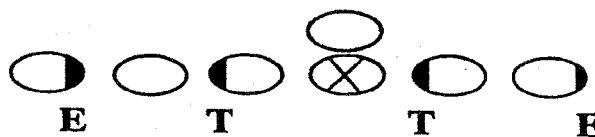
- LINE UP FACING HUDDLE

DEFENSIVE PHILOSOPHY



DIME FRONT SHADE

"LEO"

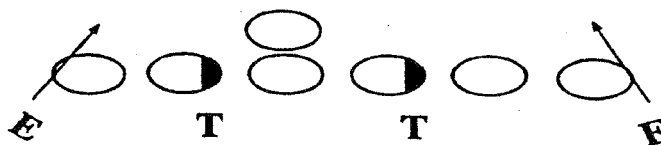


NOTE: ATTACKING FRONT
USED TO STOP THE RUN IN OUR
NICKEL & DIME PACKAGE

END TO TE: PLAY 7 TECHNIQUE
END AWAY: PLAY LOOSE 5 TECHNIQUE (FOOT ON FOOT VS OT)
TACKLES: PLAY 1 TECHNIQUE & 3 TECHNIQUE ON OG'S TO THE CALL (RANDY/LEO)

DIME FRONT CHEAT

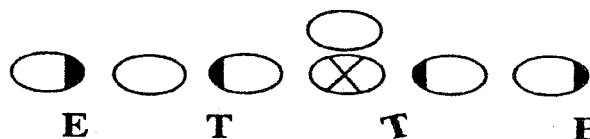
"RANDY"



END: JET RUSH FROM BEST ALIGNMENT (IF TO THE TE YOU CAN LINE UP OUTSIDE)
TACKLES: SAME AS SHADE. GET LEO/RANDY CALL FOR SHADE ON THE OG'S

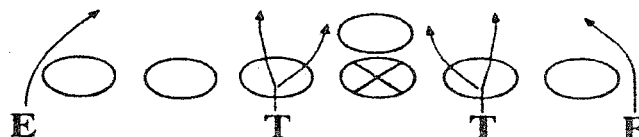
DIME FRONT OVER

"LEO"



END: TO TE PLAY 7 TECHNIQUE
END: AWAY FROM TE PLAY LOOSE 5 TECHNIQUE, FOOT ON FOOT VS. OT
TACKLES: 3 TECHNIQUE & PLUS (GAP) TECHNIQUE ON RANDY/LEO CALL

DIME FRONT NO CALL

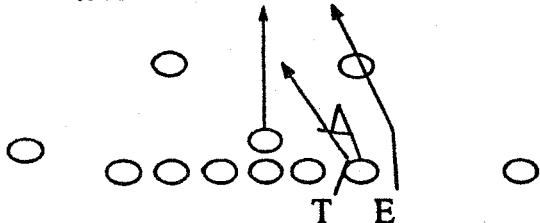


ENDS: JET RUSH FROM BEST ALIGNMENT
TACKLES: JET RUSH FROM BEST ALIGNMENT / A-GAP MUST BE HANDLED BY ONE OF DT'S / BOTH A-GAP
LANES CANNOT BE OPENED

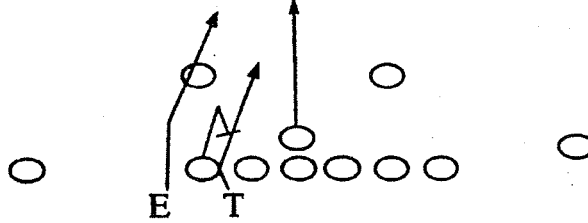
NICKEL & DIME STUNTS **DIME EXIT**

- NOTE:** -AN EXIT STUNT IS A STUNT RUN BY THE END AND THE TACKLE. THE KEY TO THIS STUNT IS THE PENETRATION BY THE END (1ST) & THE SET BY THE TACKLE (2ND)
- TACKLE:** -THE TACKLE MUST SET INTO THE GUARD, WHEN THE DE GETS INTO THE B GAP, FOLD TO CONTAIN OUTSIDE THE OT.
- END:** -ATTACK THE QB AND COME UNDER ALL BLOCKERS MUST PENETRATE THE BACKFIELD.
- START UPFIELD TO WIDEN THE OT & B-GAP OPENING. THEN HIT THE B GAP INSIDE THE OT. GET VERTICAL INTO THE QB'S FACE OR PICK THE OG (SMASH) AND GET VERTICAL INTO THE QB'S FACE. YOU CANNOT ALLOW THE OT TO STAY ON YOU AND FLATTEN YOU DOWN THE LINE WITHOUT PICKING THE OG.

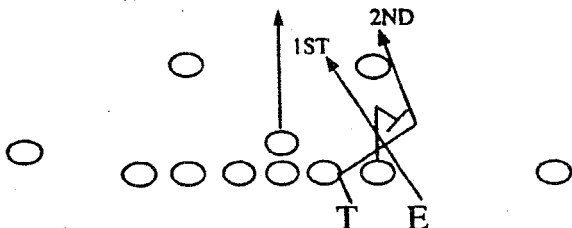
TACKLE BLOCKS TACKLE



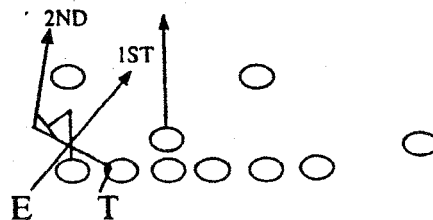
TACKLE BLOCKS TACKLE



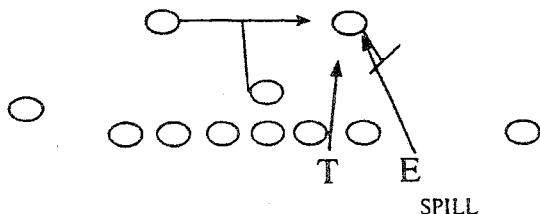
TACKLE BLOCKS OUT



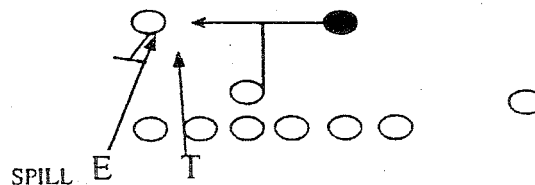
TACKLE BLOCKS OUT



RUN OPEN



RUN OPEN



DIME FRONTS & STUNTS



NICKEL & DIME STUNTS

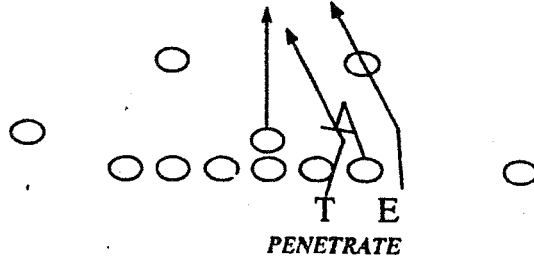
DIME DART

NOTE : - A DART STUNT IS A READ STUNT RUN BY THE END AND TACKLE.
- THE KEY TO THIS STUNT IS THE PENETRATION BY THE TACKLE & THE SET BY THE END

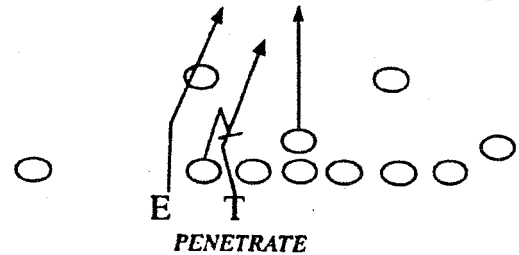
TACKLE : - IF THE OFFENSIVE TACKLE BLOCKS THE DT, THE DT HAS THE INSIDE PRESSURE LANE.
- IF THE OFFENSIVE TACKLE BLOCKS OUT ON THE END, THE DT MUST ATTACK THE OFFENSIVE TACKLE AND PENETRATE THE GAP BETWEEN THE GUARD AND TACKLE TO PASS CONTAIN.

END : - READ THE BLOCK OF THE OFFENSIVE TACKLE. IF HE BLOCKS THE DT, RUSH CONTAIN
- IF THE TACKLE BLOCKS OUT; TAKE 3 HARD STEPS UP FIELD, TO SET TACKLE, THEN COME UNDERNEATH THE TACKLE AND RUSH INSIDE & THROUGH THE GUARD. (SET THE OT LONG ENOUGH TO ALLOW THE DT TO GET THROUGH)

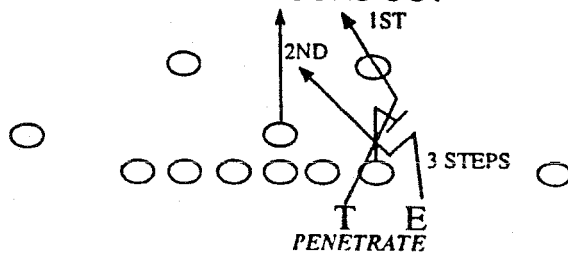
TACKLE BLOCKS TACKLE



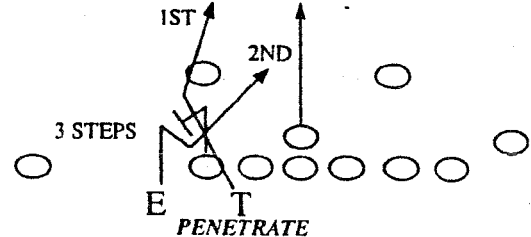
TACKLE BLOCKS TACKLE



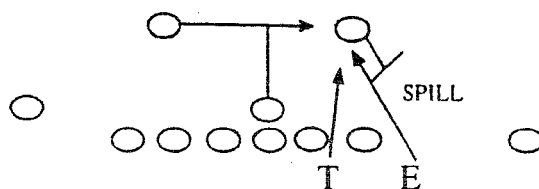
TACKLE BLOCKS OUT



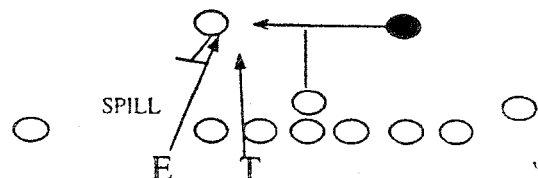
TACKLE BLOCKS OUT



RUN OPEN



RUN OPEN



DIME FRONTS & STUNTS

STUNT DIME TWIST

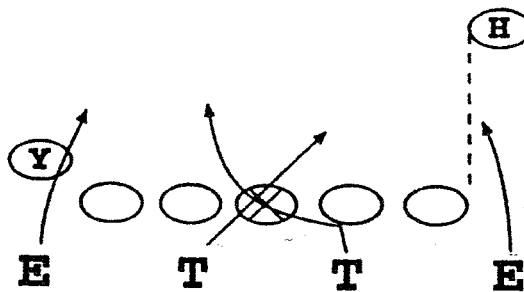
BACKER MAKE RT/LT CALL TO RELEASER BETWEEN TE & RB (MAKE LT CALL VERSUS QUEEN LOOK)

TACKLES

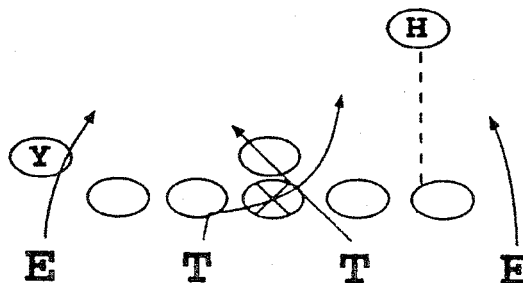
- ALIGN HEAD-UP ON OG
- TO CALL = POST OG LONG ENOUGH FOR OTHER TACKLE TO SLAM TO OC
- AWAY FROM CALL = FIRST MAN THRU ON TWIST

ENDS - JET / CONTAIN

"RIGHT"



"LEFT"



RUSH STUNTS



PANTHERS DEFENSE
1997 TRAINING CAMP

MTG 84
PG. 21

DIME 52

A 5 UNDER, 2 DEEP DOUBLE ROTATED ZONE COVERAGE.

CORNERS WILL ALIGN LEFT AND RIGHT VERSUS ALL PERSONNEL AND FORMATIONS. SAFETIES WILL ALIGN STRONG AND WEAK. NICKEL WILL ALIGN ON #2 STRONG AND MAKE ALL ADJUSTMENTS TO CHANGE OF STRENGTH MOTION.

THE BUSTER/SINK SIDE WILL BE TO THE STRONG SIDE OF FORMATION EXCEPT IN TWIN SETS IF THE BACK IS OFFSET, THEN IT GOES TO THE SIDE OF THE OFFSET BACK REGARDLESS OF THE STRENGTH. SAFETIES MAKE LUCKY / RINGO CALL TO INDICATE BUSTER SIDE.

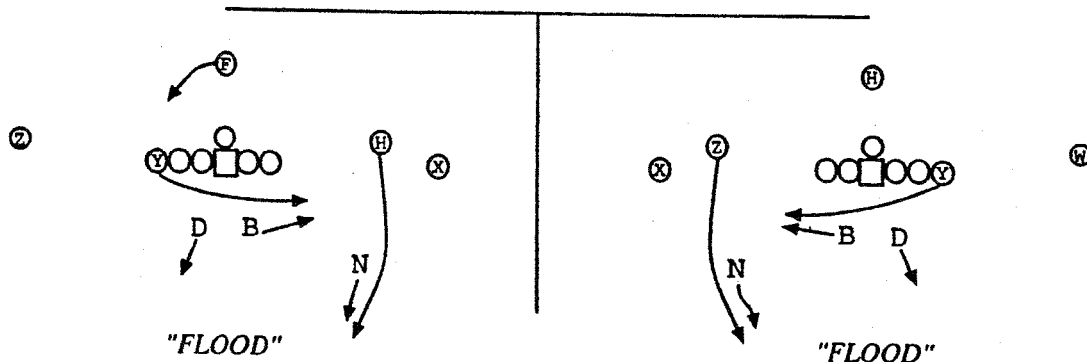
- BACKER & DIME** - ALIGN ACCORDING TO MAN ALIGNMENTS. IF TO BUSTER SIDE PLAY MIDDLE READ. IF AWAY FROM BUSTER SIDE PLAY VERTICAL HOOK.
- NICKEL** - ALIGN STRONG ON #2, RUN WITH C.O.S. MOTION. IF TO BUSTER SIDE EXECUTE BUSTER TECHNIQUE. COMMUNICATE YOU-ME CALL WITH THE BACKER OR DIME. IF AWAY FROM BUSTER SIDE EXECUTE A VERTICAL HOOK TECHNIQUE. ON EITHER SIDE COLLISION VERTICAL ROUTE BY #2.
- SINK CORNER** - EXECUTE A SINK TECHNIQUE. SQUEEZE ALL ROUTES BY WR FROM OUTSIDE-IN. BE PREPARED TO FALL OFF WITH FADE ROUTE BY #1. (ALERT FOR 7 ROUTE)
- STRONG SAFETY** - PLAY A TIGHT 1/2 TECHNIQUE. BE PREPARED TO MAKE PLAY ON ANY VERTICAL STRETCH ROUTE BY AN INSIDE CORE RECEIVER.
- FREE SAFETY** - PLAY A NORMAL 1/2 TECHNIQUE. READ #2 RECEIVER FOR VERTICAL STRETCH THREAT. IF NO INSIDE THREAT THEN EXPAND OUTSIDE TO #1.
- SQUAT CORNER** - EXECUTE A SQUAT TECHNIQUE. COLLISION #1 AND FUNNEL FROM OUTSIDE-IN. CUSHION OFF AND BE PREPARED TO BREAK-UP ON ANY 2ND THREAT TO THE FLAT.



DIME 52

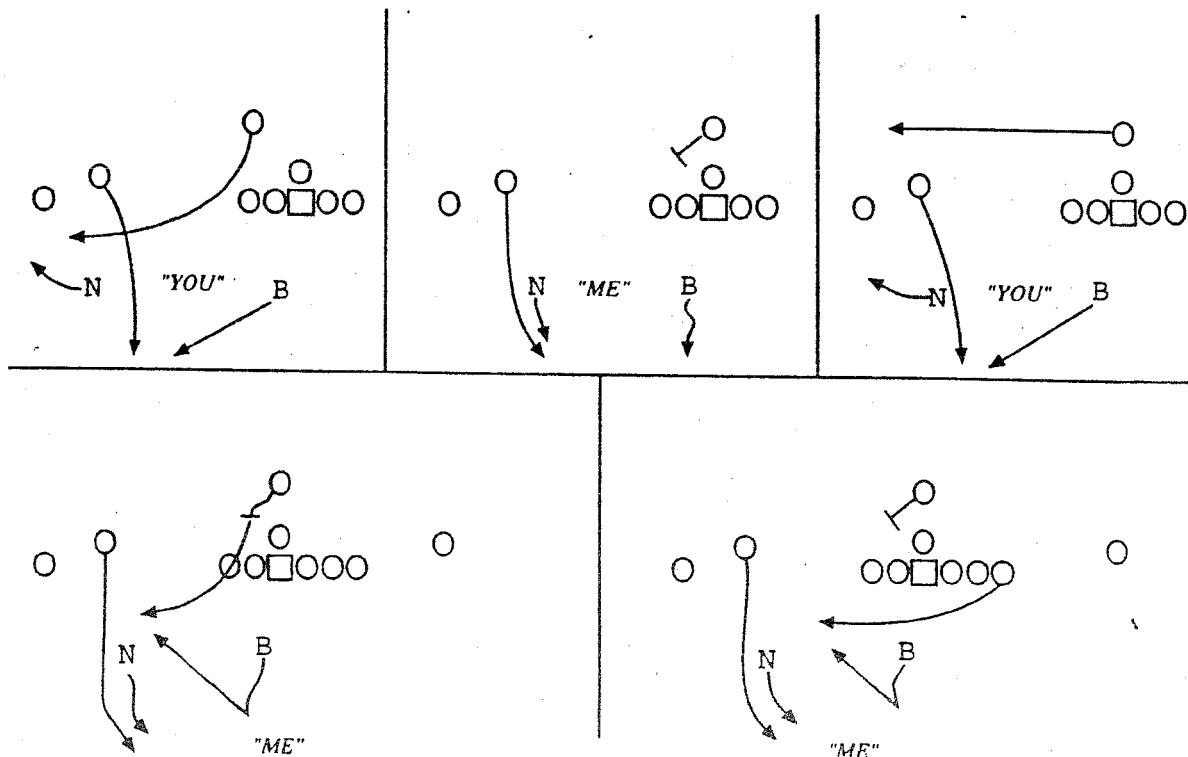
ALERT FLOOD

"ALERT FLOOD" IF #2 STRONG IS DISPLACED AND #3 IS AT HOME. THIS AFFECTS THE BUSTER PLAYER AND THE MIDDLE READ PLAYER. IF THE FLOOD OCCURS, THEN THE BUSTER MAN TAKES THE VERTICAL AND THE MIDDLE READ MAN TAKES THE SHALLOW CROSSING ROUTES INTO BUSTER SIDE.



ZEB CALL

WHEN #2 ON THE BUSTER SIDE IS DISPLACED FAR AWAY FROM #3, WE MAKE A ZEB CALL. THIS MEANS THE BUSTER MAN SLIDES INSIDE OF #2 AND READS #3 RELEASE. IF #3 RELEASES QUICK ON OUTSIDE ROUTE (FLAT, FLARE) BUSTER MAN TAKES IT AND MIDDLE READ PLAYS #2 VERTICAL. IF #3 DELAYS OR STAYS IN THE BUSTER MAN TAKES VERTICAL ROUTE OF #2 AND MIDDLE READ STAYS OVER #3 AND MUST TAKE ANY ROUTE TO THE FLAT INTO THE BUSTER SIDE.



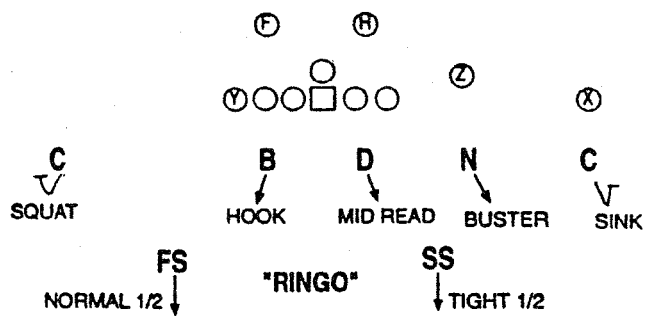
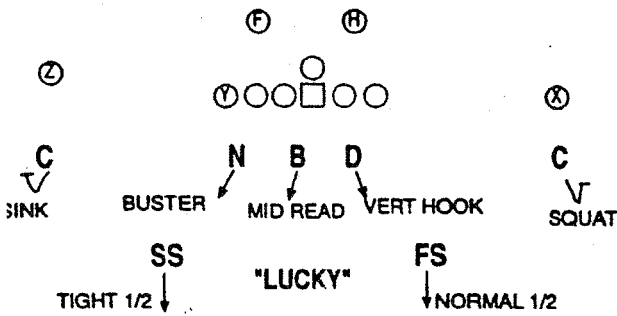
DIME 52

'LOUD'

'CLOUD'

'CLOUD'

'CLOUD'



POSITION	ALIGNMENT	KEY	RUN RESPONSIBILITY	PASS RESPONSIBILITY
BACKER & DIME	ALIGN ON COVERAGE	THRU LINEMAN TO YOUR COVERAGE	DEPENDS ON FRONT CALL	MIDDLE READ OR VERTICAL HOOK BY YOUR ALIGNMENT
NICKEL	ALIGN ON #2 STRONG	THRU #2 TO QB TO WR	RUN TO: PLUG RUN AWAY: BACKSIDE LEVERAGE	BUSTER TECHNIQUE EXCEPT IF ALIGNED AWAY FROM OFFSET BACK IN A TWIN SET, THEN VERTICAL HOOK
SINK CORNER	ALIGN ON #1 STRONG	THRU #2 TO QB TO WR	RUN TO: FORCE RUN AWAY: ARC	PLAY SINK TECHNIQUE ON #1 RECEIVER
STRONG SAFETY	2 DEEP ALIGNMENT x 12 YARDS	THRU #2 X 12 YARDS	RUN TO: SECONDARY FORCE RUN AWAY: PURSUIT	TIGHT 1/2 CP: BE PREPARED TO HOLD ON ANY INSIDE VERTICAL ROUTE BY A CORE RECEIVER
FREE SAFETY	2 DEEP ALIGNMENT x 12 YARDS	THRU UNCOVERED LINEMAN TO BACKS	RUN TO: SECONDARY FORCE RUN AWAY: PURSUIT	NORMAL 1/2 CP: KEY FOR INSIDE VERTICAL THEN EXPAND TO #1
SQUAT CORNER	ALIGN ON #1 WEAK	THRU #2 TO QB TO WR	RUN TO: FORCE RUN AWAY: ARC	PLAY SQUAT TECHNIQUE COLLISION AND FUNNEL #1 THEN REACT TO ANY 2ND THREAT



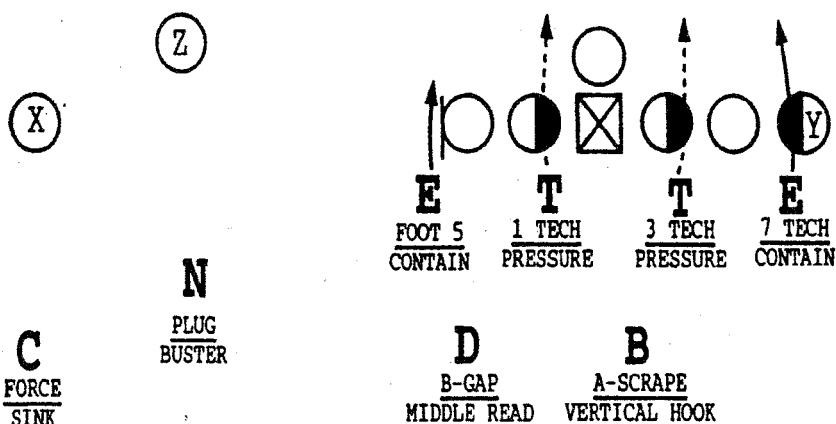
FAR SLOT LEFT

DIME SHADE 52

TRAINING
FIELD

"CLOUD"

"CLOUD"



SS
SEC. FORCE
TIGHT 1/2

FS
SEC. FORCE
NORMAL 1/2

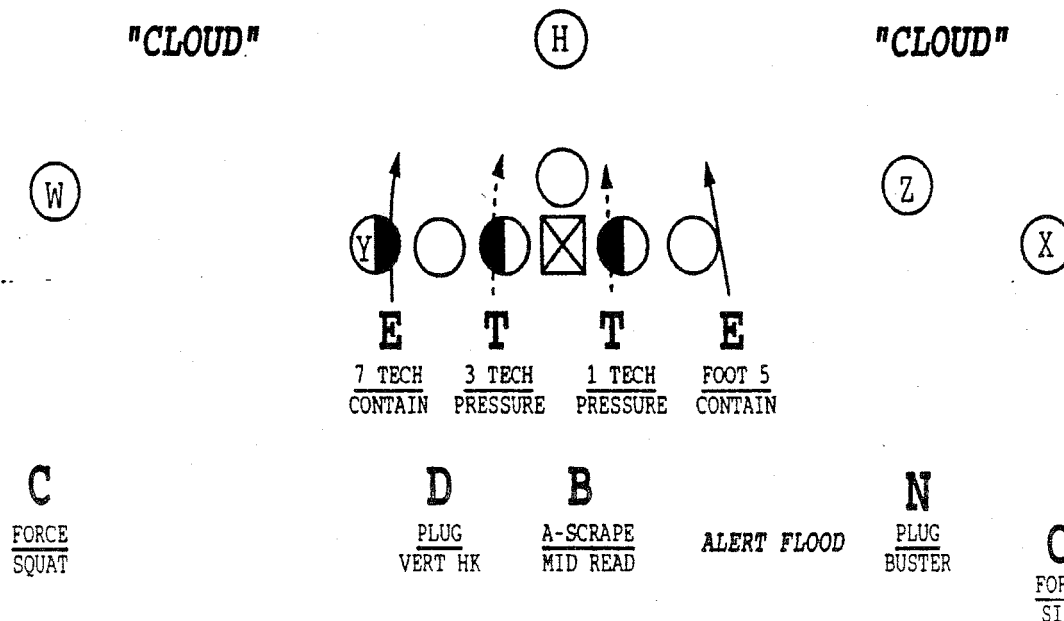
KINGS RIGHT

DIME SHADE 52

TRAINING
FIELD

"CLOUD"

"CLOUD"



FS
SEC. FORCE
NORMAL 1/2

SS (POSSIBLE ZEB)
SEC. FORCE
TIGHT 1/2



PANTHERS DEFENSE
1997 TRAINING CAMP

MTG #4
PG 25

SPLIT LEFT

DIME SHADE 52



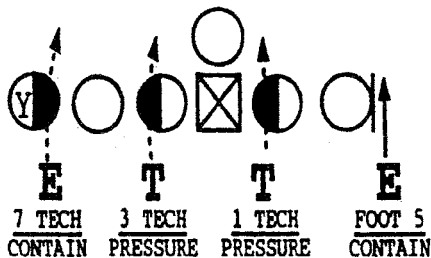
"CLOUD"

(F)

(H)

"CLOUD"

(Z)



(X)

C
FORCE
SINK

N
PLUG
BUSTER

B
A-SCRAPE
MIDDLE READ

D
B-GAP
VERTICAL HOOK

C
FORCE
SQUAT

SS
SEC. FORCE
TIGHT 1/2

FS
SEC. FORCE
NORMAL 1/2

NEAR RIGHT

DIME OVER 52



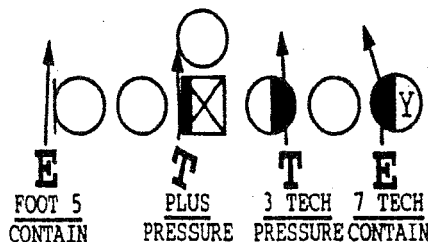
"CLOUD"

(F)

(H)

"CLOUD"

(X)



(Z)

C
FORCE
SQUAT

B
B-GAP
VERTICAL HOOK

D
A-SCRAPE
MIDDLE READ

N
PLUG
BUSTER

C
FORCE
SINK

FS
SEC. FORCE
TIGHT 1/2

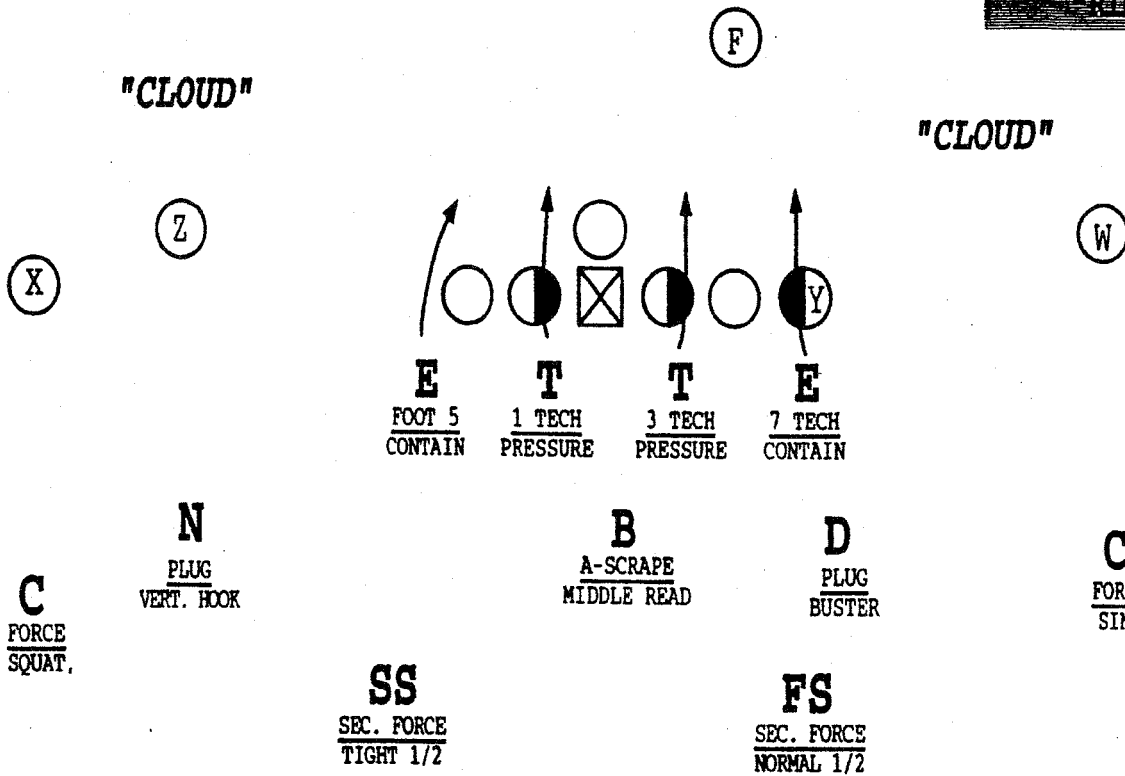
SS
SEC. FORCE
NORMAL 1/2



KINGS NEAR LEFT

DIME SHADE 52

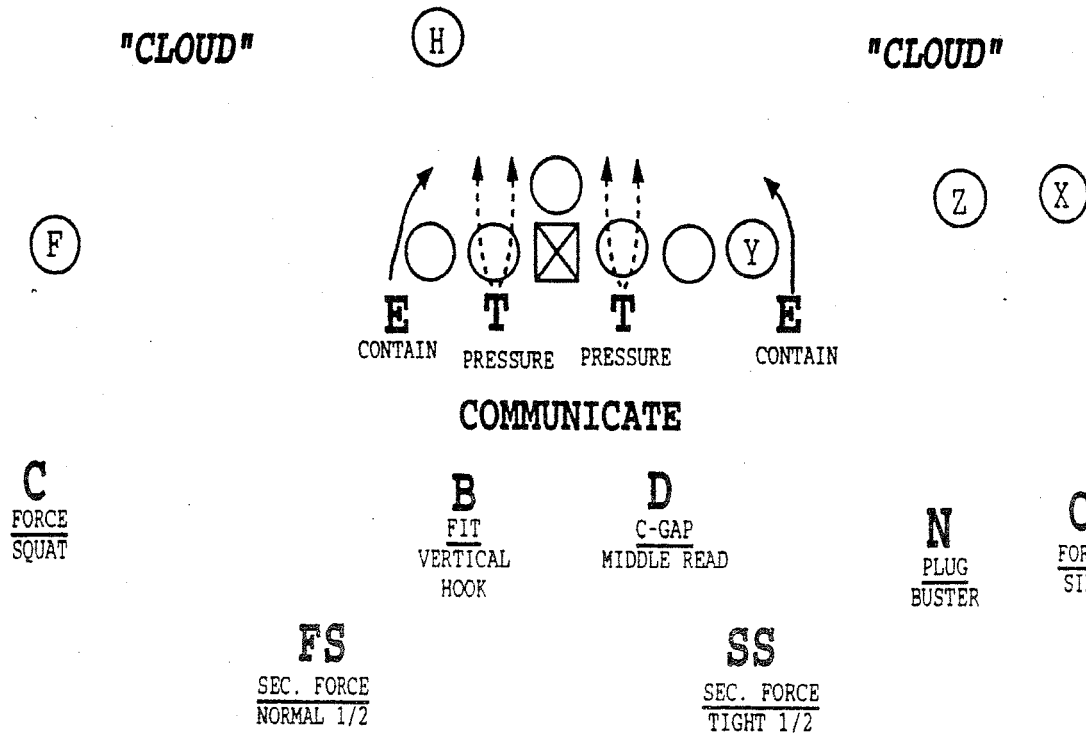
RANDY
RINGO



KINGS FAR TRIPS RIGHT

DIME 52

RINGO



DIME 52

SPLIT LEFT					SPLIT SLOTT LEFT				
"CLOUD"					"CLOUD"				
(Z) (F) (H) (Y) (X) (X) (X) (X)					(X) (Z) (H) (F) (Y) (JELLY) (X) (X) (X) (X) (X) (X)				
C SINK	N BUSTER	B MIDDLE READ	D VERTICAL HOOK	C SQUAT	C SINK	N BUSTER	D MIDDLE READ	B V/H	C SQUAT
SS TIGHT 1/2 FS NORMAL 1/2					SS TIGHT 1/2 FS NORMAL 1/2				

TWIN RT/H CLOSE					TWIN RT/H CRACK (TREAT AS KINGS)				
"CLOUD"					"CLOUD"				
(X) (H) (F) (Y) (X) (X) (X) (X) (X)					(X) (H) (F) (Y) (Z) (X) (X) (X) (X) (X)				
C SQUAT	D VERTICAL HOOK	B MIDDLE READ	N BUSTER	C SINK	C SINK	N BUSTER	B MIDDLE READ	D VERTICAL HOOK	C SQUAT
FS NORMAL 1/2 SS TIGHT 1/2					SS TIGHT 1/2 FS NORMAL 1/2 "TWIN SET BUSTER/SINK GOES STRONG WITH BACK AT HOME"				

TWIN N FAR RT/H CRACK (TREAT AS KINGS)					TWIN N FAR RT/H CRACK (TREAT AS KINGS)				
"CLOUD"					"CLOUD"				
(Z) (F) (H) (X) (Y) (X) (X) (X) (X)					(Z) (F) (H) (X) (U) (Y) (X) (X) (X) (X)				
C SINK	D BUSTER	B MIDDLE READ	N VERTICAL HOOK	C SQUAT	C SQUAT	N VERTICAL HOOK	B MIDDLE READ	D BUSTER	C SINK
FS TIGHT 1/2 SS NORMAL 1/2					SS NORMAL 1/2 FS TIGHT 1/2 "TWIN SET BUSTER/SINK GOES TO OFFSET BACK"				

KINGS TRIPS LT					FLUSH FAR TRIPS RT				
"CLOUD"					"CLOUD"				
(X) (Z) (H) (Y) (X) (X) (X)					(W) (H) (V) (Z) (X) (X) (X) (X) (X) (X)				
C SINK	N BUSTER	D MIDDLE READ	B VERTICAL HOOK	C SQUAT	C SQUAT	B VERTICAL HOOK	D MIDDLE READ	N BUSTER	C SINK
SS TIGHT 1/2 FS NORMAL 1/2					FS NORMAL 1/2 SS TIGHT 1/2 "RINGO"				



DIME 52

<p>SPLIT SLOT RT / Z-MOTION 1</p> <p>"CLOUD" (F) "RINGO" TO "LUCKY" (H) "CLOUD" (X)</p> <p>← (Y) (O) (O) (X) (O) (O) (Z)</p> <p>← C B D N C</p> <p>SQUAT SINK BUSTER Y/A MIDDLE READ MIDDLE READ VERTICAL HOOK BUSTER SINK SQUAT</p> <p>FS NORMAL 1/2 TIGHT 1/2 SS TIGHT 1/2 NORMAL 1/2</p>	<p>ACE TRIPS SLOT RT / Z-MOTION 2</p> <p>"CLOUD" (F) "RINGO" TO "LUCKY" (H) "CLOUD" (X)</p> <p>← (Y) (O) (O) (X) (O) (O) (U) (Z)</p> <p>← C B D N C</p> <p>SQUAT SINK BUSTER Y/A MIDDLE READ MIDDLE READ VERTICAL HOOK BUSTER SINK SQUAT</p> <p>FS NORMAL 1/2 SS TIGHT 1/2</p>
<p>SPLIT SLOT RT / H-2 3</p> <p>"CLOUD" (F) "RINGO" TO "LUCKY" (H) "CLOUD" (X)</p> <p>← (Y) (O) (O) (X) (O) (O) (Z)</p> <p>← C B D N C</p> <p>SQUAT SINK BUSTER Y/A MIDDLE READ MIDDLE READ VERTICAL HOOK BUSTER SINK SQUAT</p> <p>FS NORMAL 1/2 TIGHT 1/2 SS TIGHT 1/2 NORMAL 1/2</p>	<p>KINGS TRIPS LEFT / Z-MOTION 4</p> <p>"CLOUD" "LUCKY" TO "RINGO" (H) "CLOUD" (W)</p> <p>(X) (Z) (Y) (O) (O) (X) (O) (O)</p> <p>(ALERT FLOOD)</p> <p>C N D B C</p> <p>SQUAT SINK BUSTER MIDDLE READ VERTICAL HOOK MIDDLE READ BUSTER SINK SQUAT</p> <p>SS TIGHT 1/2 NORMAL 1/2 FS NORMAL 1/2 TIGHT 1/2</p>
<p>FLUSH TRIPS LT / V-2 5</p> <p>"CLOUD" "LUCKY" (H) "CLOUD" (W)</p> <p>(X) (Z) (V) (O) (O) (X) (O) (O)</p> <p>C N D B C</p> <p>SINK BUSTER MIDDLE READ VERTICAL HOOK MIDDLE READ SQUAT</p> <p>SS TIGHT 1/2 FS NORMAL 1/2</p>	<p>FLUSH FAR TRIPS RT / V-2 6</p> <p>"CLOUD" (H) "RINGO" TO "LUCKY" "CLOUD" (X)</p> <p>(W) (O) (O) (X) (O) (O) (V) (Z)</p> <p>C B D N C</p> <p>SQUAT SINK BUSTER VERT HOOK MIDDLE READ MIDDLE READ BUSTER SINK SQUAT</p> <p>FS NORMAL 1/2 TIGHT 1/2 SS TIGHT 1/2 NORMAL 1/2</p>
<p>KINGS NEAR TRIPS LT / Z-MOTION 7</p> <p>"CLOUD" (H) "LUCKY" "CLOUD" (W)</p> <p>(X) (Z) (Y) (O) (O) (X) (O) (O)</p> <p>C N D B C</p> <p>SINK BUSTER MIDDLE READ MIDDLE READ VERTICAL HOOK MIDDLE READ VERTICAL HOOK SQUAT</p> <p>SS TIGHT 1/2 FS NORMAL 1/2</p>	<p>KINGS FAR RT / Y-2 8</p> <p>"CLOUD" (H) "RINGO" TO "LUCKY" "CLOUD" (X)</p> <p>(W) (O) (O) (X) (O) (O) (Y) (Z)</p> <p>C B D N C</p> <p>SQUAT SINK BUSTER VERTICAL HOOK MIDDLE READ MIDDLE READ BUSTER SINK SQUAT</p> <p>FS NORMAL 1/2 TIGHT 1/2 SS TIGHT 1/2 NORMAL 1/2</p>

DIME 55

5 UNDER MAN, 2 DEEP ZONE COVERAGE WITH MAN UNDER COVERAGE PLAYING A BUMP AND TRAIL TECHNIQUE.

COVERAGE WILL DENY ANY INSIDE CROSSING RELEASE. BE PREPARED TO STAY UNDERNEATH AND INSIDE OF ANY OPTION ROUTE. MAKE BALL BE THROWN OVER OR THRU YOU INTO THE DEEP 1/2 SAFETIES.

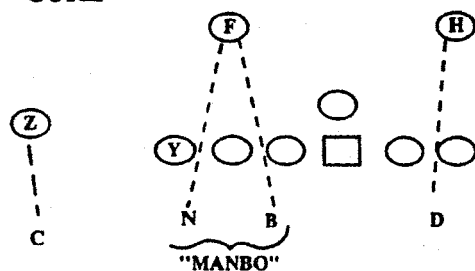
SAFETIES PLAY NORMAL 1/2 TECHNIQUE.

- BACKER** - ASSIGNED BACK MAN TO MAN. PLAY INSIDE AGGRESSIVE MAN
- DIME** - ASSIGNED RECEIVER WITH BUMP AND TRAIL TECHNIQUE
- NICKEL** - ALIGN STRONG VERSUS ALL PERSONNEL AND COVER #2 RECEIVER STRONG. PLAY BUMP AND TRAIL TECHNIQUE. POSSIBLE MANBO CALL VERSUS TE WITH OFFSET BACK.
- CORNERS** - ALIGN LEFT AND RIGHT AND COVER THE #1 RECEIVER TO YOUR SIDE. KINGS TRIPS SPEED ALIGN TO STRENGTH. PLAY BUMP AND TRAIL TECHNIQUE.
- SAFETIES** - PLAY NORMAL 1/2 TECHNIQUE. KEY FROM CORE RECEIVERS BACK OUT TO #1 RECEIVER. BE PREPARED TO WIDEN YOUR DROP ANGLE WITH #1 UP THE FIELD.



DIME 55

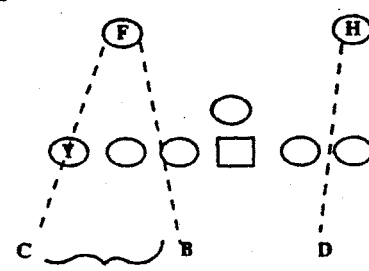
"CORE"



"CORE"



"CORE"



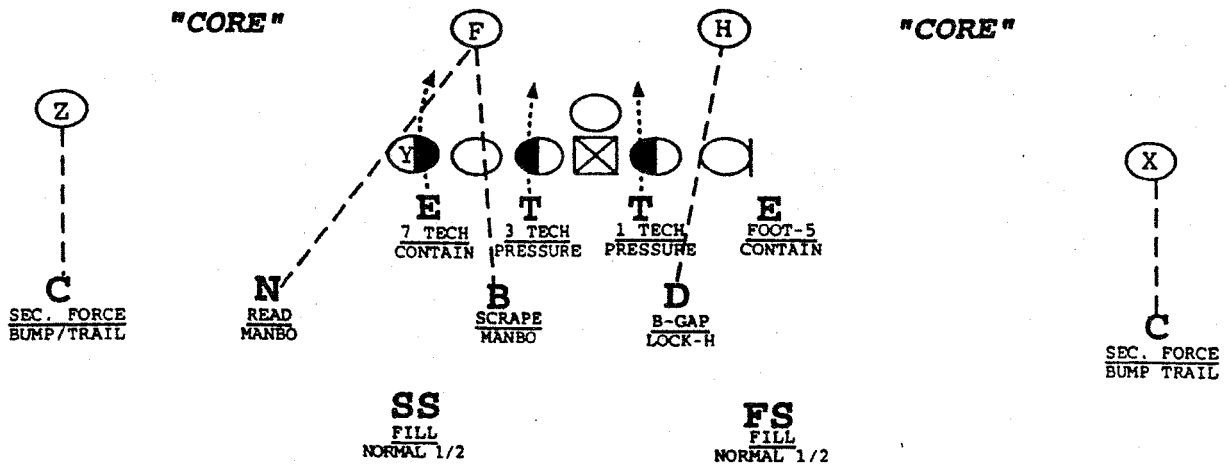
"CORE"

POSITION	ALIGNMENT	KEY	RUN RESPONSIBILITY		PASS RESPONSIBILITY
BACKER	ON YOUR COVERAGE	THRU LINEMEN TO YOUR COVERAGE	DEPENDS ON FRONT CALL FIT WITH DT'S		BACK MAN TO MAN CP - AGGRESSIVE INSIDE OUT MAN TECHNIQUE
DIME	ON YOUR COVERAGE	THRU LINEMEN TO COVERAGE	DEPENDS ON FRONT CALL FIT WITH DT'S		MAN TO MAN ON ASSIGNED RECEIVER CP - BUMP AND TRAIL TECHNIQUE
NICKEL	ON YOUR COVERAGE #2 STRONG	THRU #2 TO BACK	RUN TO: PLUG RUN AWAY: BACKSIDE LEVERAGE		MAN TO MAN ON ASSIGNED RECEIVER CP - VERSUS ALL PERSONNELS COVER #2 STRONG MAKE MANBO CALL WITH OFFSET BACK
CORNERS	INSIDE SHADE X 5 YDS.	THRU #2 TO QB TO WR	RUN TO: SECONDARY FORCE RUN AWAY: ARC		COVER THE #1 RECEIVER YOUR SIDE WITH BUMP AND TRAIL TECHNIQUE VERSUS ALL SETS
SAFETIES	NORMAL 2 DEEP ALIGNMENT X 12 YDS	THRU #2 TO BACKS	RUN TO: SEC. FORCE RUN AWAY: BACKSIDE LEVERAGE		PLAY NORMAL 1/2 TECHNIQUE

SPLIT LEFT

SHADE 55

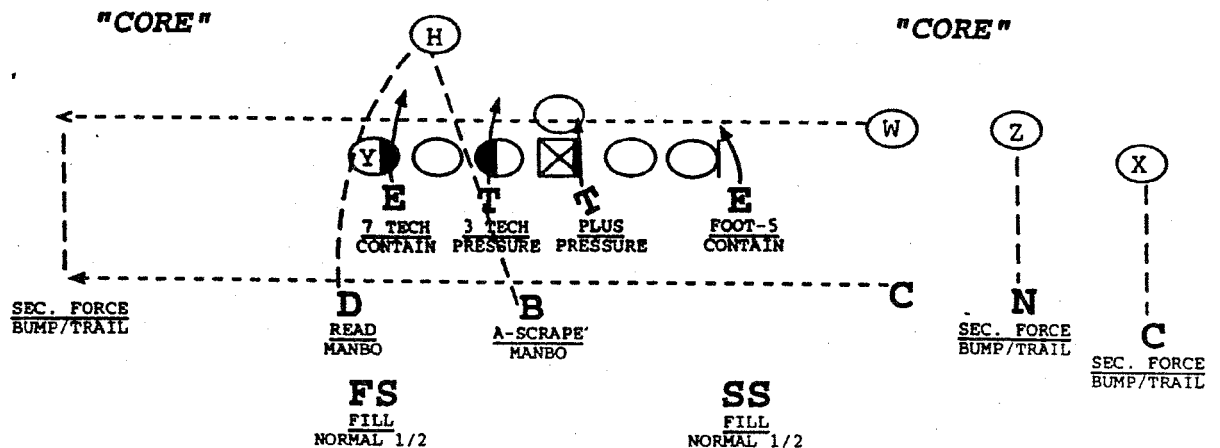
"LEO"
"SILVER LEFT"



KINGS NEAR TRIPS SPEED RT/ W-2

OVER 55

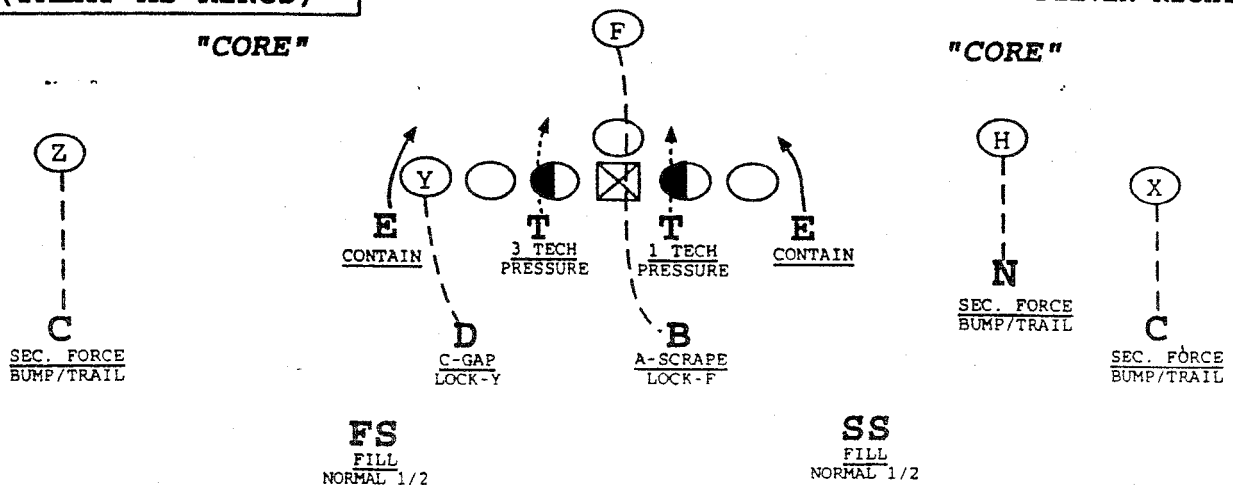
"LEO"
"SILVER RIGHT"



TWIN LEFT / H-CRACK (TREAT AS KINGS)

CHEAT 55

"LEO"
"SILVER RIGHT"

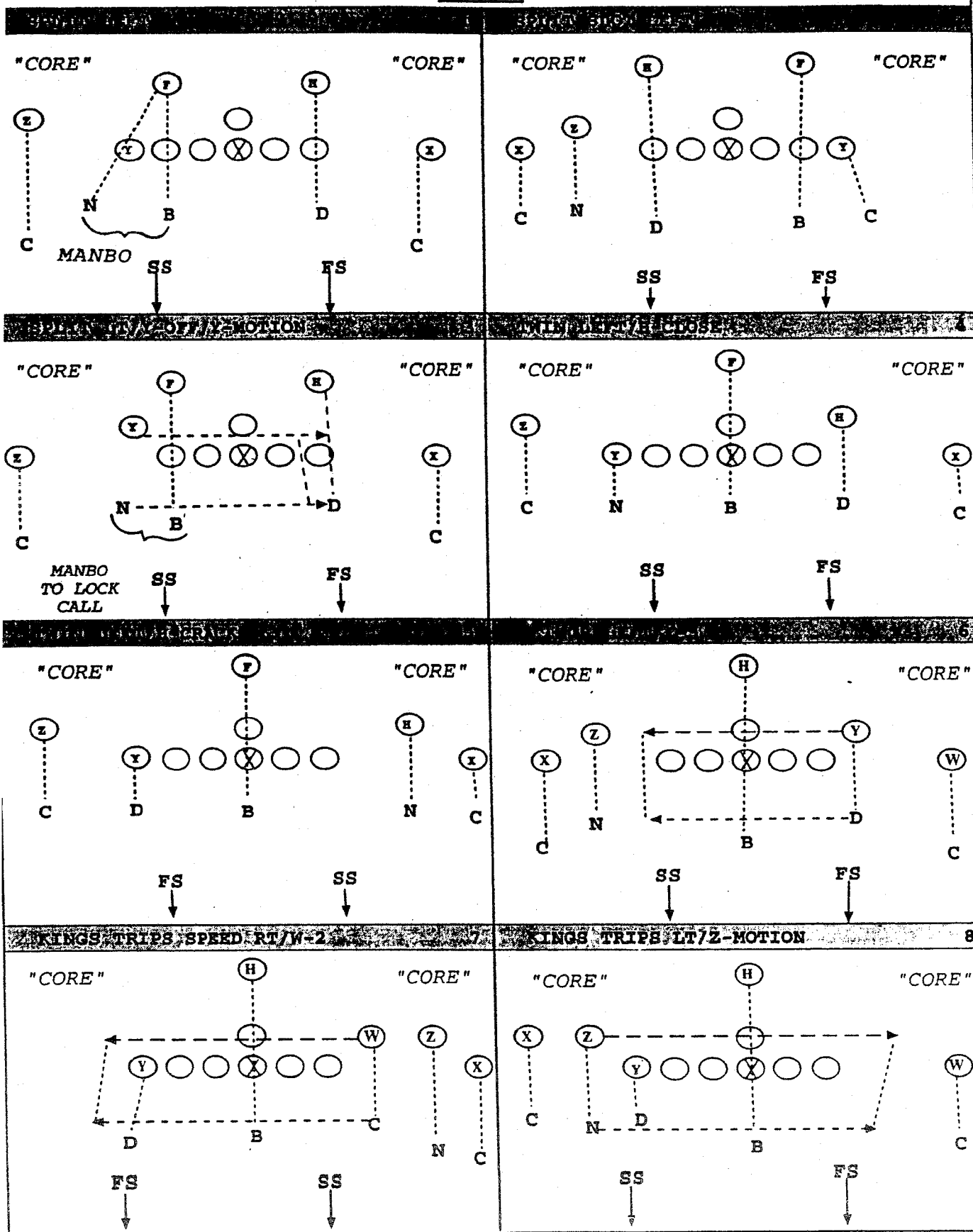


PANTHERS DEFENSE
1997 TRAINING CAMP

MTG #4

PG 33

DIME 55



DIME 55

<p>1. KING LEFT / H3-Y</p> <p>"CORE" "CORE"</p> <p>SS FS</p>	<p>2. QUEENS LEFT</p> <p>"CORE" "CORE"</p> <p>FS SS</p>
<p>3. QUEENS LEFT / Z-MOTION</p> <p>"CORE" "CORE"</p> <p>SS FS</p>	<p>4. FLUSH LEFT</p> <p>"CORE" "CORE"</p> <p>SS FS</p>
<p>5. FLUSH RT / Z-MOTION</p> <p>"CORE" "CORE"</p> <p>SS FS</p>	<p>6. FLUSH TRIPS LT / Z-2</p> <p>"CORE" "CORE"</p> <p>SS FS</p>
<p>7. FLUSH RT / Z-MOTION</p> <p>"CORE" "CORE"</p> <p>FS SS</p>	<p>8. FLUSH TRIPS LT / Z-2</p> <p>"CORE" "CORE"</p> <p>SS FS</p>

NICKEL / DIME ZONE AUTOMATIC

AN ADJUSTABLE ZONE THAT PLAYS AS A 3 DEEP COVERAGE WITH A RALPH-LARRY CALL TO THE TILT VERSUS ALL SETS EXCEPT TWIN. VERSUS ANY TWIN SET WE WILL CHECK QUARTERS AND PLAY 3 UNDER, 4 DEEP ZONE.

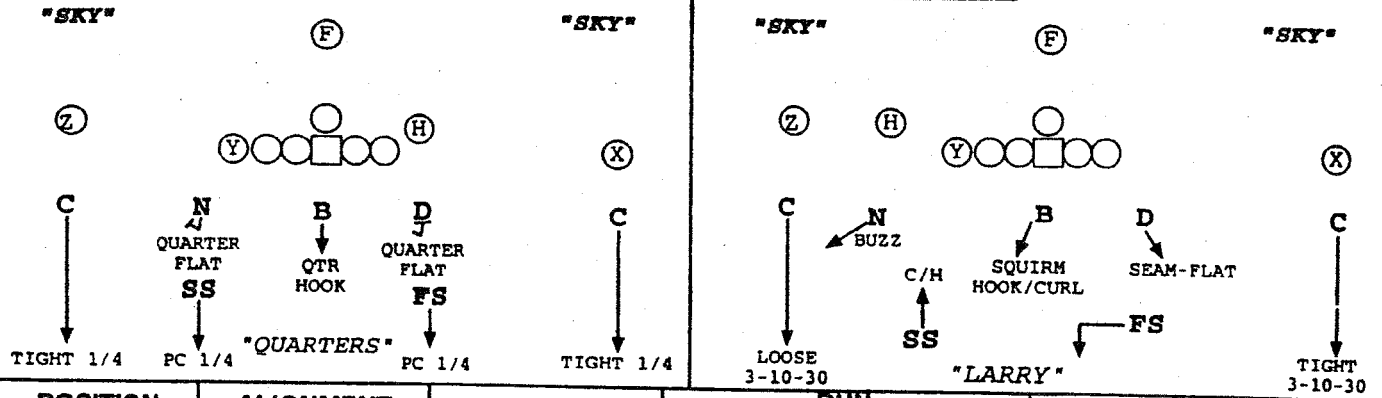
CORNERS WILL ALIGN RIGHT AND LEFT. NICKEL/DIME AND STRONG SAFETY/FREE SAFETY WILL ALIGN STRONG AND WEAK. ALL MOTION WILL BE BUMPED ACROSS THE FORMATION.

BACKER	RALPH-LARRY	- SQUIRM/HOOK-CURL DROP & TECH.
	QUARTERS	- QUARTER HOOK ZONE OFF 3 INSIDE RECEIVERS WITH NICKEL AND DIME
NICKEL / DIME	RALPH-LARRY	- BUZZ/FLAT OR SEAM/FLAT BASED ON RALPH-LARRY CALL - FORCE IN BOTH TECHNIQUES
	QUARTERS	- QTR/FLAT WITH COLLISION ATTITUDE
CORNERS	RALPH-LARRY	- DEEP OUTSIDE 1/3 (LOOSE OR TIGHT)
	QUARTERS	- DEEP OUTSIDE 1/4
SAFETIES	RALPH-LARRY	- TO CALL - CURL-HOOK/PLUG AWAY FROM CALL - DEEP MIDDLE 1/3
	QUARTERS	- DEEP INSIDE 1/4 (POST-CURL)

DIME ZONES



NICKEL / DIME ZONE AUTOMATIC



POSITION	ALIGNMENT	KEY	RUN RESPONSIBILITY	PASS RESPONSIBILITY
BACKER	ALIGN ON BACK	THRU LINEMEN TO BACKS	DEPENDS ON FRONT CALLED	QUARTERS = QTR HOOK RALPH/LARRY = SQUIRM HOOK-CURL
DIME	ALIGN WEAK OUTSIDE LEVERAGE ON #2	THRU #2 TO BACKS TO QB	RUN TO: FORCE RUN AWAY: REVERSE	QUARTERS = QUARTER/FLAT RALPH/LARRY = BUZZ/FLAT TO CALL SEAM / FLAT AWAY FROM CALL
NICKEL	ALIGN WEAK OUTSIDE LEVERAGE ON #2	THRU #2 TO BACKS TO QB	RUN TO: FORCE RUN AWAY: REVERSE	QUARTERS = QUARTER/FLAT RALPH/LARRY = BUZZ/FLAT TO CALL SEAM/FLAT AWAY FROM CALL
STRONG SAFETY	ALIGN STRONG IN 2 DEEP ALIGNMENT	THRU #2 TO BACKS	RUN TO: PLUG RUN AWAY: BACKSIDE LEVERAGE	QUARTERS INSIDE 1/4 POST-CURL TECH RALPH-LARRY CURL-HOOK IF STRONG DEEP MIDDLE 1/3 IF WEAK
FREE SAFETY	ALIGN WEAK IN 2 DEEP ALIGNMENT	THRU UNCOVERED LINEMAN TO BACKS	RUN TO: PLUG RUN AWAY: BACKSIDE LEVERAGE	QUARTERS INSIDE 1/4 POST-CURL TECH RALPH-LARRY CURL-HOOK IF STRONG DEEP MIDDLE 1/3 IF WEAK

SPLIT LEFT

**DIME SHADE
ZONE AUTOMATIC**

**"LEO"
"LARRY"**

"SKY"

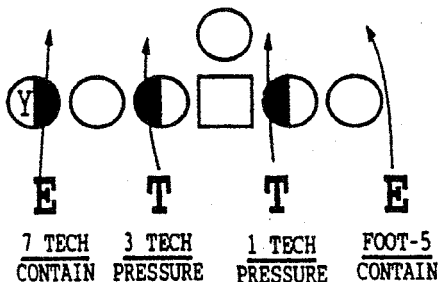
"SKY"

(Z)

(F)

(H)

(X)



C
SEC. FORCE
LOOSE 1/3

N
FORCE
BUZZ FLAT

B
A-SCRAPE
SQUIRM
HOOK-CURL

D
FORCE
SEAM-FLAT

C
SEC. FORCE
TIGHT 1/3

SS
PLUG
CURL-HOOK

FS
FILL
MIDDLE 1/3

KINGS FAR TRIPS LEFT

**DIME SHADE
ZONE AUTOMATIC**

**"LEO"
"LARRY"**

"SKY"

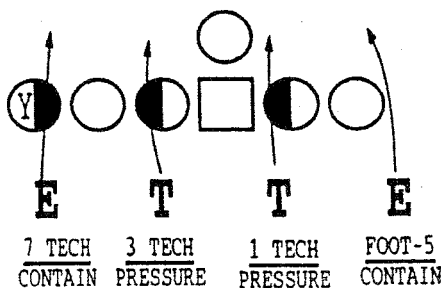
"SKY"

(X)

(Z)

(H)

(W)



C
SEC. FORCE
LOOSE 1/3

N
FORCE
BUZZ FLAT

B
A-SCRAPE
SQUIRM
HOOK-CURL

D
FORCE
SEAM-FLAT

C
SEC. FORCE
TIGHT 1/3

SS
PLUG
CURL-HOOK

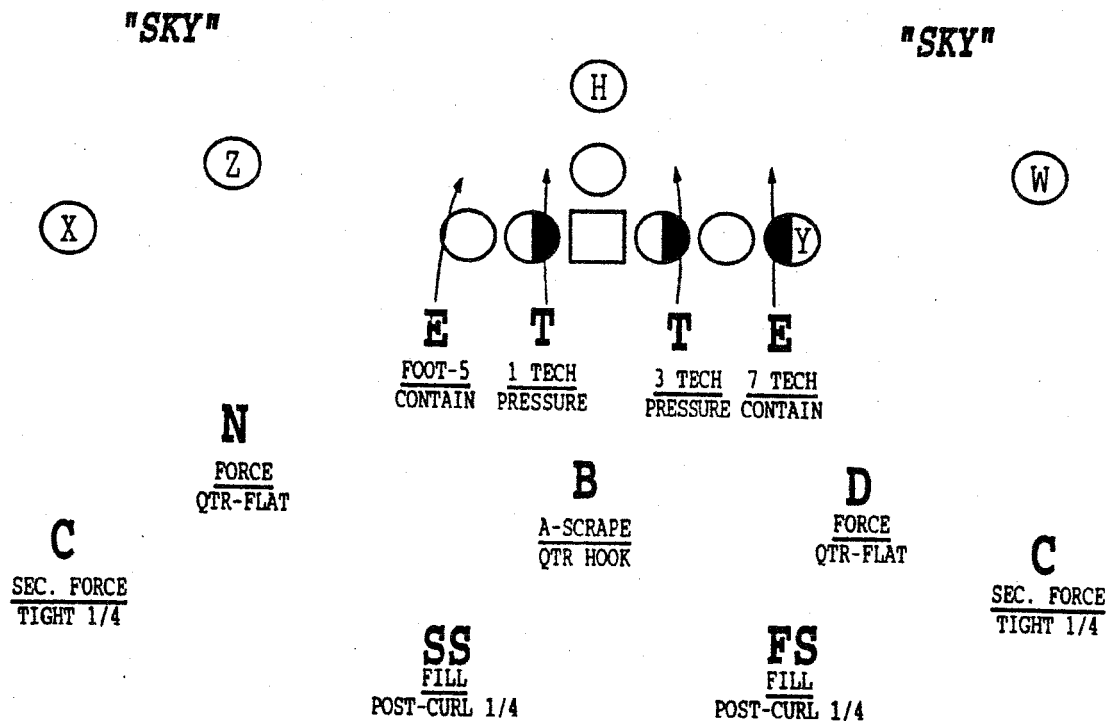
FS
FILL
MIDDLE 1/3



KINGS LEFT

DIME SHADE ZONE AUTOMATIC

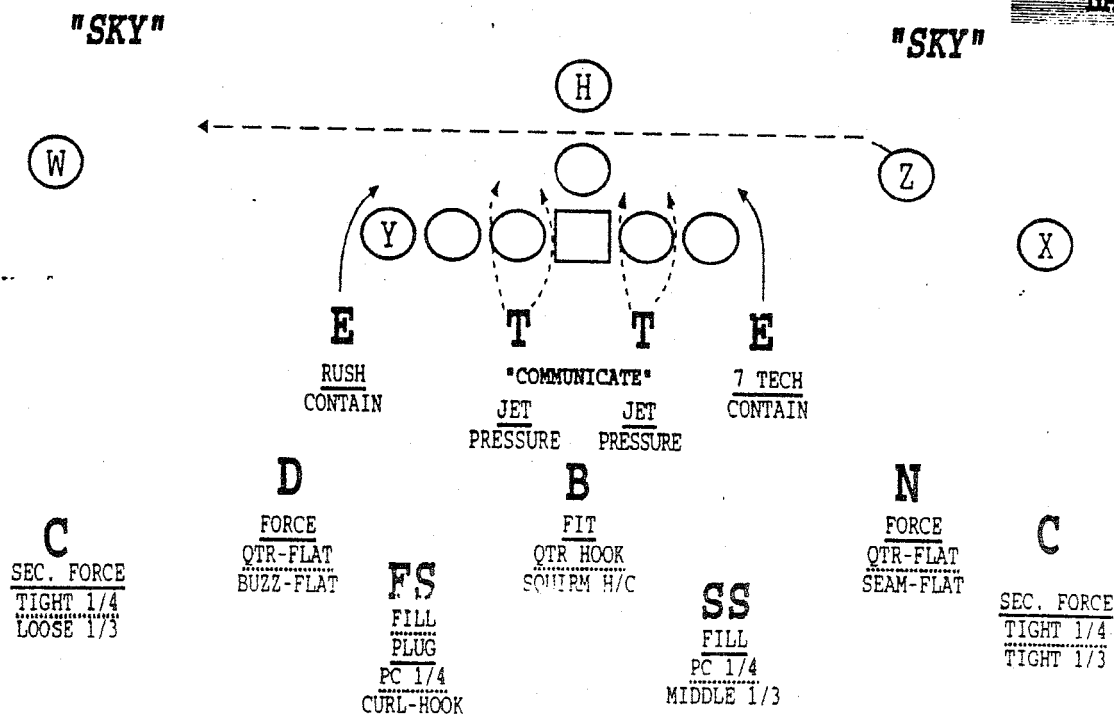
RANDY
QUARTERS



KINGS RIGHT/Z-MOTION

DIME ZONE AUTOMATIC

QUARTERS
TO
LARRY



PANTHERS DEFENSE
1997 TRAINING CAMP

MTG #4
PG 39

NICKEL / DIME ZONE AUTOMATIC

KINGS RT/Y-3 1	KINGS TRIP LT/Y-2 2
<p>"SKY" (H) "SKY" (X)</p> <p>(W) (Y) (X) (Z)</p> <p>C D B N C</p> <p>IGHT. 1/4 Q/F QTR. HOOK Q/F TIGHT. 1/4</p> <p>IGHT 1/3 S/F SQ/HC B/F LOOSE 1/3</p> <p>FS "QUARTERS" SS</p> <p>P/C 1/4 TO P/C 1/4</p> <p>MID 1/3 "RALPH" C/H</p>	<p>"SKY" (H) "READ" (W)</p> <p>(X) (Z) (Y) (X) (Z)</p> <p>C N B D C</p> <p>IGHT. 1/4 Q/F QTR. HOOK Q/F TIGHT. 1/3</p> <p>IGHT 1/3 S/F SQ/HC B/F TIGHT 1/4</p> <p>LOOSE 1/3 SS "LARRY" FS</p> <p>TIGHT 1/4 C/H TO MID. 1/3</p> <p>P/C "QUARTERS" P/C</p>
ACE LT 3	ACE LT/U-3 4
<p>"SKY" (H) "SKY" (X)</p> <p>(Z) (Y) (X) (U)</p> <p>C N B D C</p> <p>TIGHT 1/4 Q/F QTR. HOOK Q/F TIGHT 1/4</p> <p>"QUARTERS" SS FS</p> <p>P/C 1/4 P/C 1/4</p>	<p>"SKY" (H) "SKY" (X)</p> <p>(Z) (Y) (X) (U)</p> <p>C N B D C</p> <p>TIGHT. 1/4 Q/F QTR. HOOK Q/F TIGHT. 1/4</p> <p>LOOSE 1/3 S/F SQ/HC B/F TIGHT 1/3</p> <p>SS "QUARTERS" FS</p> <p>P/C C/H TO P/C</p> <p>MID 1/3 "LARRY" MID 1/3</p>
ACE FAR SLOT LT/Z-MOTION 5	FLUSH LT 6
<p>"SKY" (H) "SKY" (X)</p> <p>(Z) (Y) (X) (U)</p> <p>C N B D C</p> <p>IGHT. 1/4 Q/F QTR. HOOK Q/F TIGHT. 1/4</p> <p>IGHT 1/3 S/F SQ/HC B/F LOOSE 1/3</p> <p>SS "QUARTERS" FS</p> <p>P/C 1/4 TO P/C 1/4</p> <p>MID 1/3 "RALPH" C/H</p>	<p>"SKY" (H) "SKY" (X)</p> <p>(Z) (Y) (X) (U)</p> <p>C N B D C</p> <p>TIGHT 1/4 Q/F QTR. HOOK Q/F TIGHT 1/4</p> <p>"QUARTERS" SS FS</p> <p>P/C 1/4 P/C 1/4</p>
FLUSH RT/V-3 7	FLUSH FAR TRIPS LT/Z-2 8
<p>"SKY" (H) "SKY" (X)</p> <p>(W) (V) (X) (Z)</p> <p>C N B D C</p> <p>IGHT. 1/4 Q/F QTR. HOOK Q/F TIGHT. 1/4</p> <p>IGHT 1/3 S/F SQ/HC B/F LOOSE 1/3</p> <p>FS "QUARTERS" SS</p> <p>P/C 1/4 TO P/C 1/4</p> <p>MID 1/3 "RALPH" C/H</p>	<p>"SKY" (H) "SKY" (X)</p> <p>(Z) (V) (X) (Z)</p> <p>C N B D C</p> <p>IGHT. 1/4 Q/F QTR. HOOK Q/F TIGHT. 1/4</p> <p>IGHT 1/3 S/F SQ/HC B/F TIGHT 1/4</p> <p>LOOSE 1/3 SS "LARRY" FS</p> <p>TIGHT 1/4 C/H TO MID. 1/3</p> <p>P/C "QUARTERS" P/C</p>



NICKEL / DIME ZONE AUTOMATIC

SPLIT LT 1	SPLIT SLOT LT 2
<p>"SKY" (F) (H) "SKY"</p> <p>(Z) (Y) (X) (O) (O)</p> <p>(X)</p> <p>C N B D C LOOSE 1/3 B/F SQ/HC S/F TIGHT 1/3</p> <p>C/H SS "LARRY" FS MID 1/3</p>	<p>"SKY" (H) (F) "READ"</p> <p>(Z) (X) (O) (X) (O) (Y)</p> <p>(X)</p> <p>C N B D C LOOSE 1/3 B/F SQ/HC S/F READ 1/3</p> <p>C/H SS "LARRY" FS MID 1/3</p>
TWIN LT/H-CLOSE 3	TWIN NR LT/H-CRACK (TREAT AS KINGS) 4
<p>"SKY" (F) "SKY"</p> <p>(Z) (Y) (X) (O) (O) (H)</p> <p>(X)</p> <p>C N B D C TIGHT 1/4 Q/F QTR HK Q/F TIGHT 1/4</p> <p>SS "QUARTERS" FS P/C 1/4 P/C 1/4</p>	<p>"SKY" (F) "SKY"</p> <p>(Z) (Y) (X) (O) (O) (H)</p> <p>(X)</p> <p>C D B N C TIGHT 1/4 Q/F QTR HK Q/F TIGHT 1/4</p> <p>SS "QUARTERS" FS P/C 1/4 P/C 1/4</p>
I LT/Y-MOTION 5	NEAR SLOT RT/Z-MOTION 6
<p>"SKY" (H) (F) "SKY"</p> <p>(Y) (O) (X) (O) (O)</p> <p>(Z) (X)</p> <p>"LARRY" TO "RALPH"</p> <p>N B D B/F SQ/HC S/F B/F C</p> <p>C SS FS LOOSE 1/3 C/H MID 1/3 TIGHT 1/3 C/H</p>	<p>"READ TO 'SKY'" (H) (F) "SKY"</p> <p>(Y) (X) (O) (O) (O) (Z)</p> <p>(X)</p> <p>"LARRY"</p> <p>D B N B/F SQ/HC S/F C</p> <p>C FS SS C READ 1/3 MID 1/3 C/H TIGHT 1/3</p>
KINGS LEFT 7	KINGS TRIPS LT 8
<p>"SKY" (H) "SKY"</p> <p>(Z) (X) (O) (X) (O) (Y)</p> <p>(W)</p> <p>N B D Q/F QTR HK Q/F C</p> <p>C SS FS TIGHT 1/4 PC 1/4 "QUARTERS" PC 1/4</p>	<p>"SKY" (H) "SKY"</p> <p>(X) (Z) (Y) (X) (O) (O) (W)</p> <p>(W)</p> <p>N B D B/F SQ/HC S/F C</p> <p>C SS FS C LOOSE 1/3 C/H "LARRY" MIDDLE 1/3 TIGHT 1/3</p>

1997 TRAINING CAMP

DEFENSE MTG #5

EAGLE WIDE INSIDE FIRE ZONE

5 RUSHERS

- ENDS:**
- ALIGN IN 3 AND WIDE 5
 - 3 TECHNIQUE = ENGAGE TO CONTAIN
 - WIDE 5 = JET TO CONTAIN
- NOSE:**
- ALIGN IN TILT
 - LONG SCOOP TO B-GAP
- BUC:**
- ALIGN IN GAP TECHNIQUE (MAKE OPEN RT/LT CALL)
 - HIT FAR A-GAP ON SNAP
- MAC:**
- ALIGN IN BIRD (BO A LITTLE BIT TO Y)
 - HIT FAR A-GAP BEHIND BUC
 - REACT TO RUNS

3 UNDER / 3 DEEP

- Y - OLB:**
- ALIGN IN D-AREA OVER TE
 - FIRE/FLAT TECHNIQUE UNLESS YOU GET "SKY" CALL FROM A SAFETY TO A #2 REMOVED OR TRIPS, THEN YOU BECOME 3 RECEIVER HOOK/ 6 TECHNIQUE
- OPEN OLB:**
- ALIGN IN D-AREA IN RUSH STANCE
 - SUGAR ON OT AND DROP TO FIRE/FLAT TECHNIQUE UNLESS YOU GET A "SKY" CALL FROM SAFETY VERSUS A #2 REMOVED OR TRIPS, THEN YOU BECOME 3 RECEIVER HOOK/ 6 TECHNIQUE
- SAFETIES:**
- ALIGN STRONG & WEAK
 - SAFETY TO STRENGTH IN A 2-BACK PRO, BACK-TWIN PRO PLAYS 3 RECEIVER HOOK
 - VERSUS TRIPS, SLOT, OR ANY #2 REMOVED, THE SAFETY TO IT "CHECKS SKY" AND PLAYS FIRE/FLAT ON #2
 - THE SAFETY NOT IN AN UNDERNEATH ZONE PLAYS MIDDLE 1/3
- CORNERS:**
- ALIGN LEFT AND RIGHT
 - PLAY FIRE ZONE 1/3

OKIE ZONE BLITZ



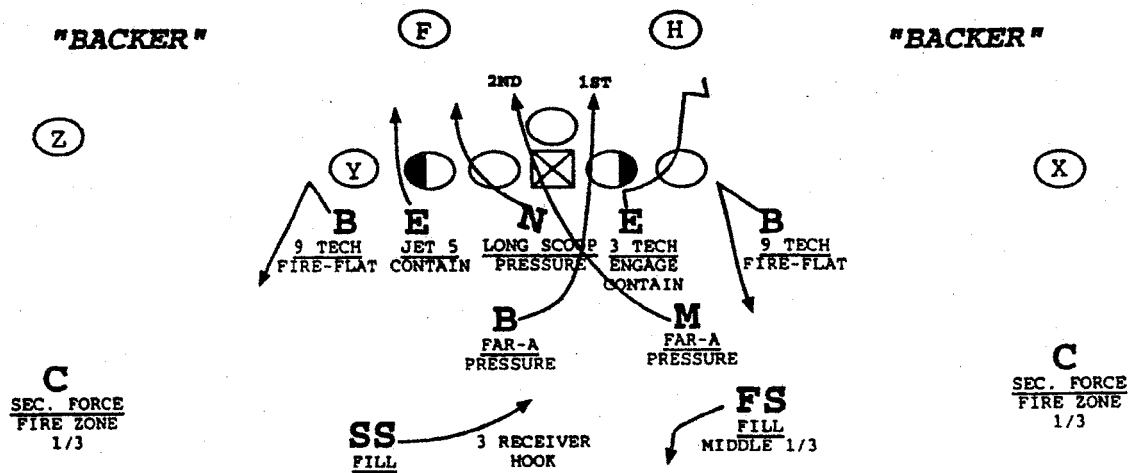
SPLIT LEFT

**EAGLE WIDE INSIDE
FIRE ZONE**

"OPEN RIGHT"

"BACKER"

"BACKER"



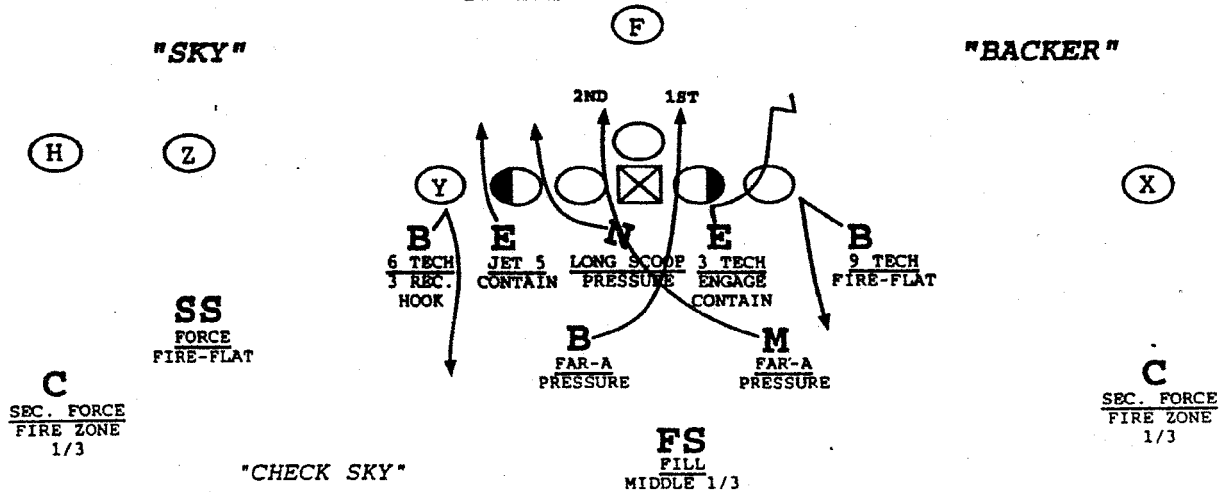
TRIPS LEFT / H-WIDE

**EAGLE WIDE INSIDE
FIRE ZONE**

"OPEN RIGHT"

"SKY"

"BACKER"



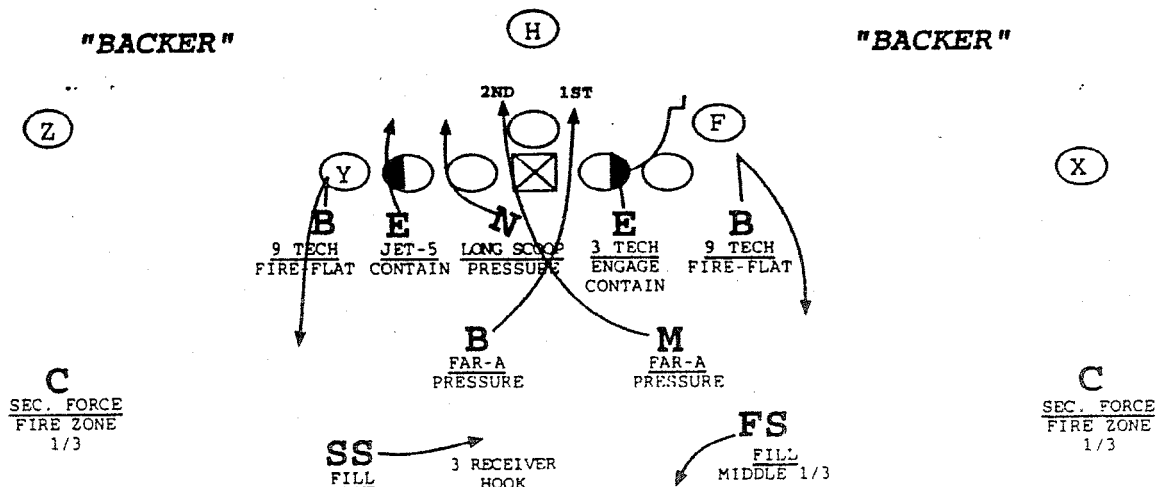
TWIN LEFT / F-CLOSE

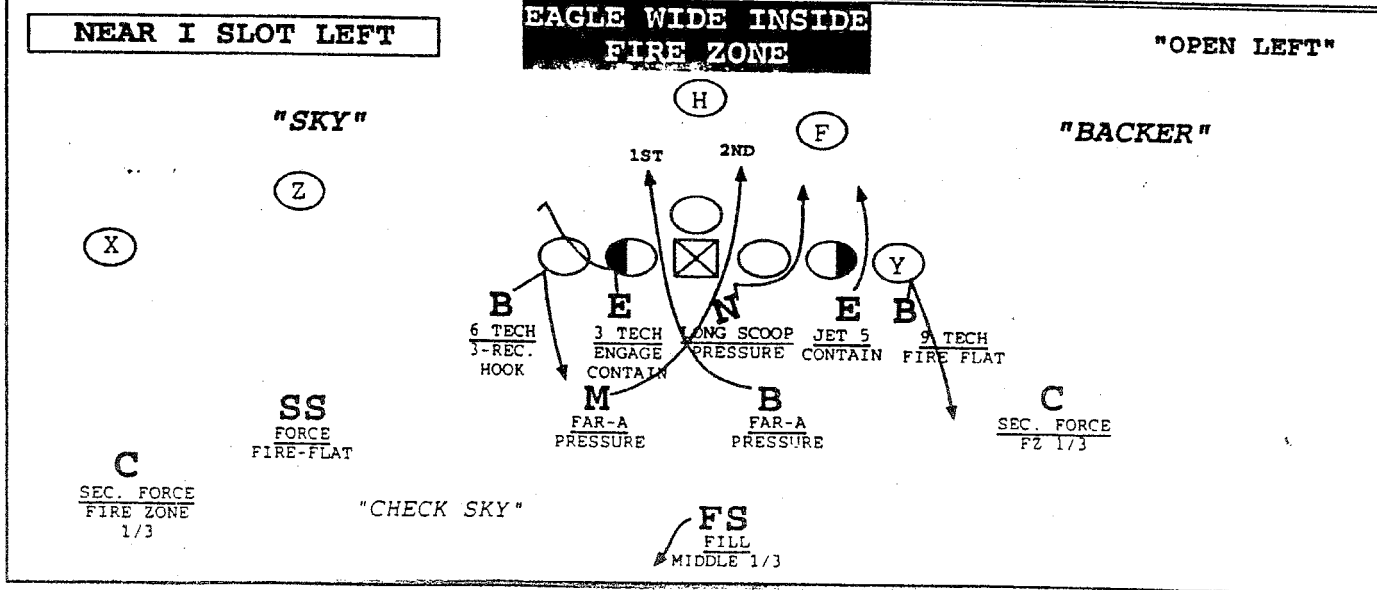
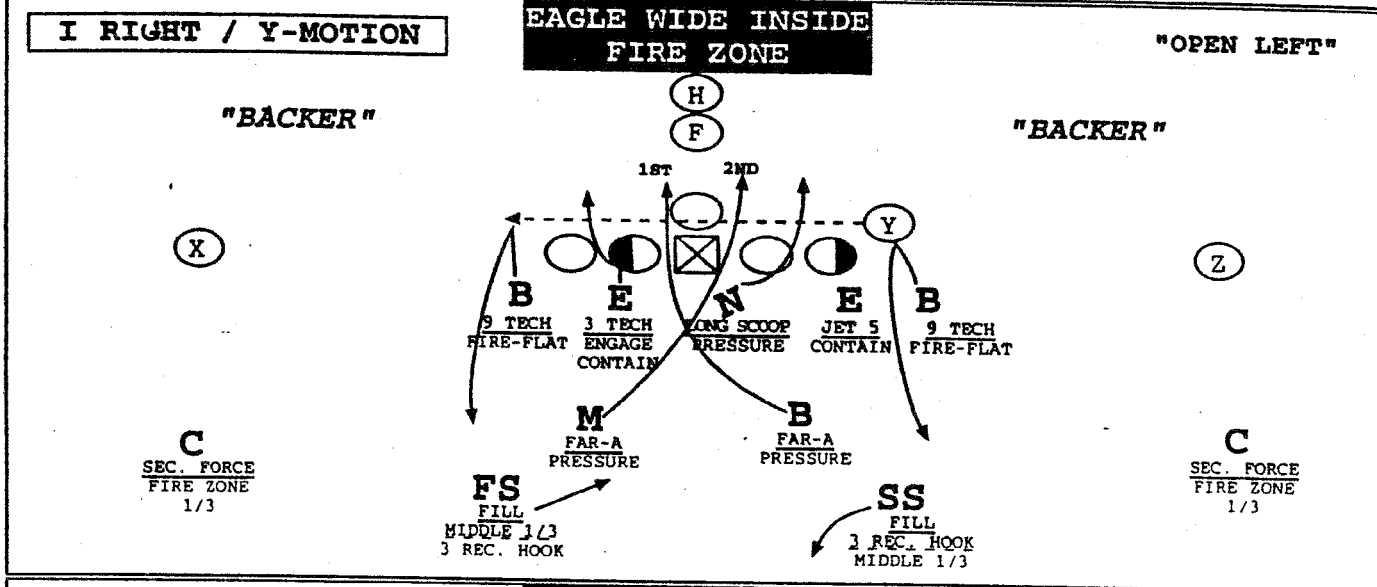
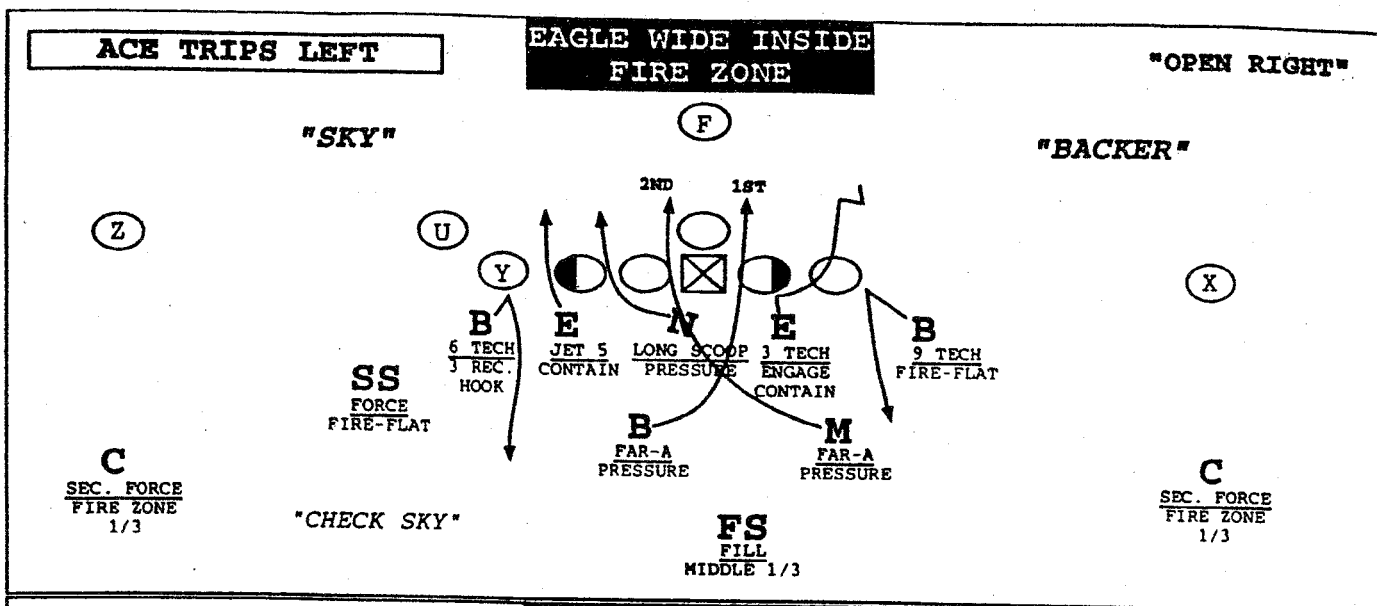
**EAGLE WIDE INSIDE
FIRE ZONE**

"OPEN RIGHT"

"BACKER"

"BACKER"

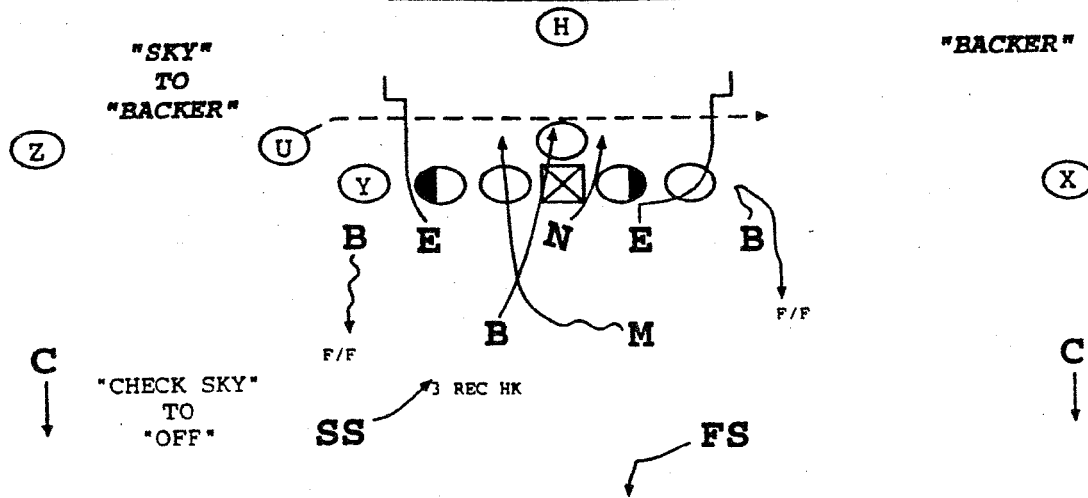




ACE TRIPS LEFT/ U-2

EAGLE WIDE CROSS
INSIDE FIRE ZONE

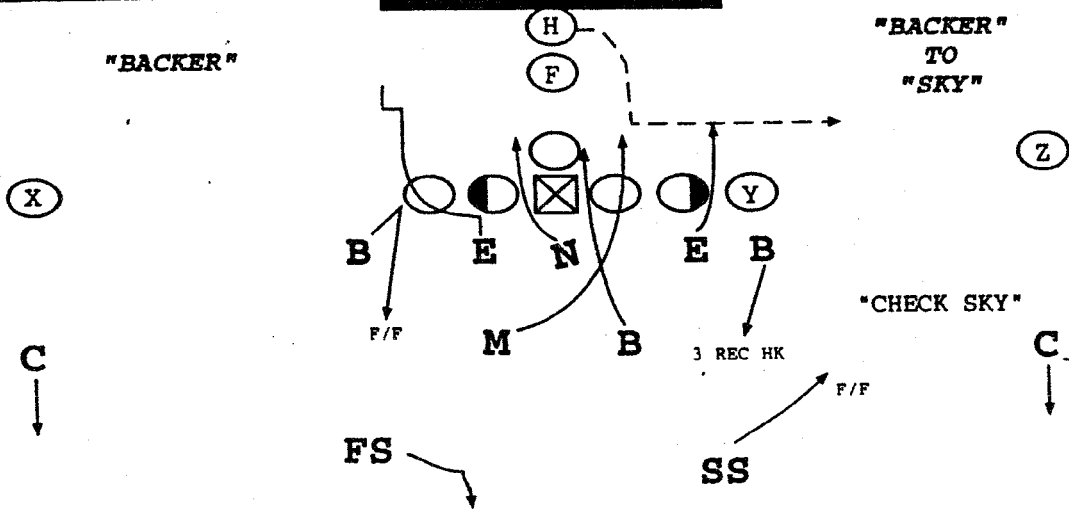
"OPEN RIGHT"



I RIGHT/ H-3

EAGLE WIDE CROSS
INSIDE FIRE ZONE

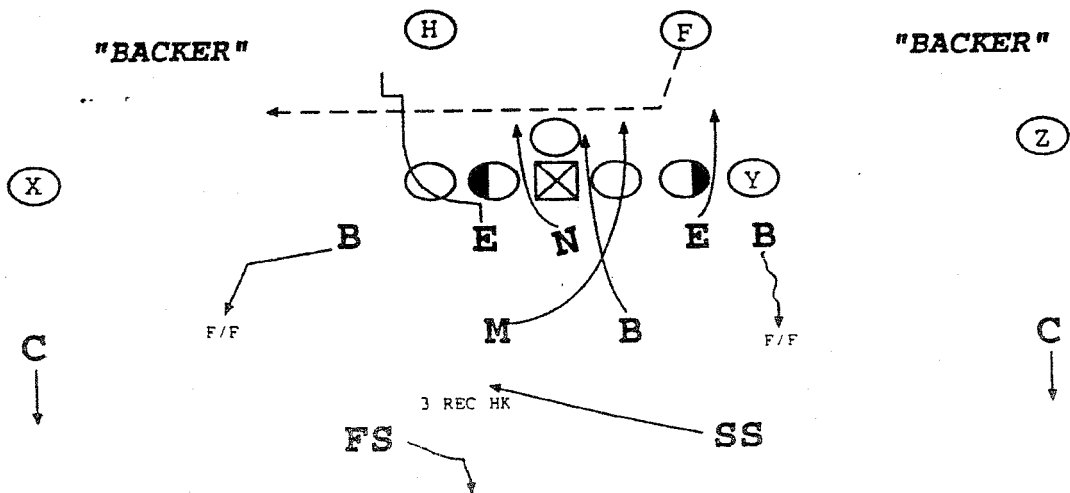
"OPEN LEFT"



SPLIT RIGHT/ F-2

EAGLE WIDE CROSS
INSIDE FIRE ZONE

"OPEN LEFT"



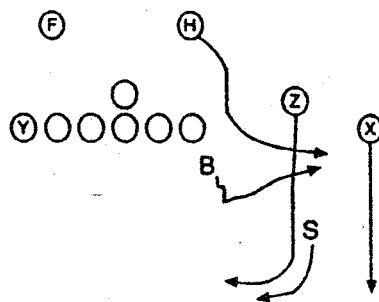
DEFENSIVE CALL MABLE

MABLE IS A CALL THAT WE CAN USE IN FIRE ZONES WHEN AN ON-LINE PLAYER (OLB, DE IN DIME) IS A 3 RECEIVER HOOK PLAYER TO A SIDE OF A WIDE REMOVED #2.

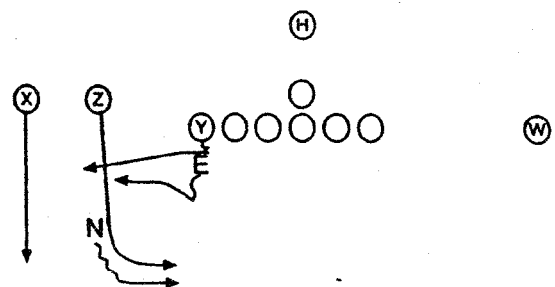
IN THIS CALL, THE FIRE-FLAT PLAYER WILL STAY TIGHT ON ANY UPFIELD RELEASE BY #2 AND DISREGARD #3 TO THE FLAT. THE 3 RECEIVER HOOK OLB WILL PLAY NORMAL 3 RECEIVER HOOK TECHNIQUE EXCEPT IF #3 GOES TO FLAT -- TAKE HIM.

IN INSIDE FIRE ZONE THIS COULD BE CALLED INSTEAD OF "CHECK SKY."

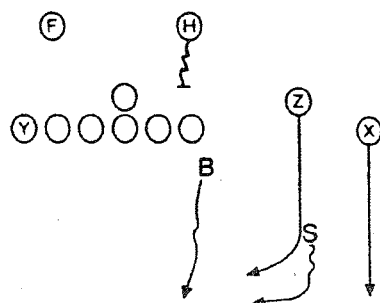
"MABLE"



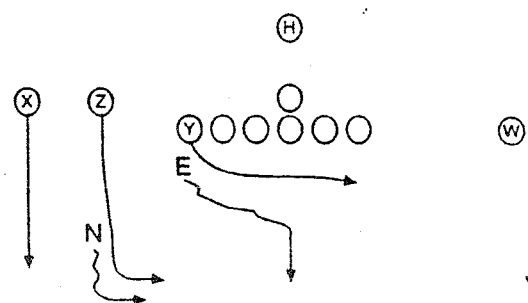
"MABLE"



"MABLE"



"MABLE"



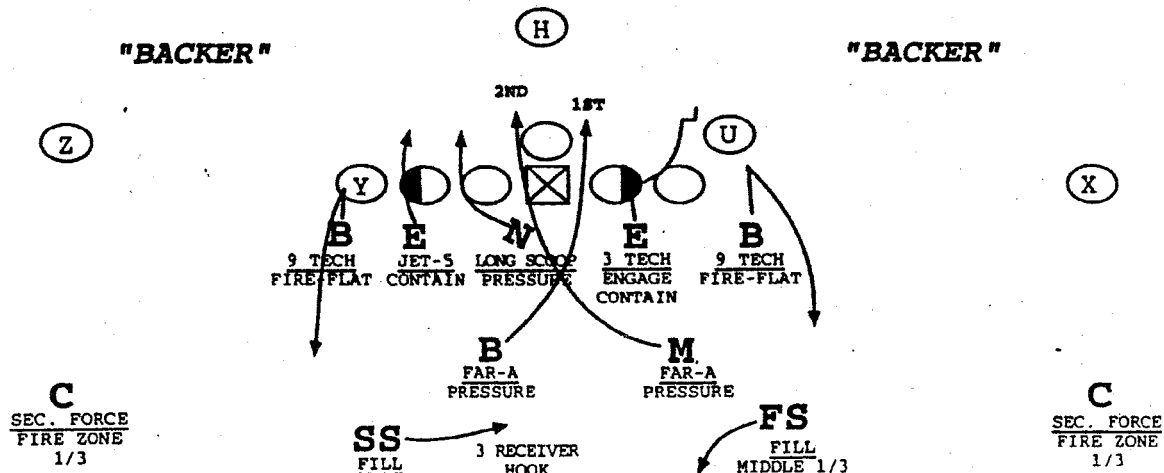
**EAGLE WIDE (CROSS)
(ZEBRA) CORE FZ**

- DL / ILB** - SAME AS INSIDE FIRE ZONE
- OLB** - FORCE / FIRE-FLAT
- SS** - 3 RECEIVER HOOK
- FS** - MIDDLE 1/3
- CORNERS** - FIRE ZONE 1/3

ACE LEFT / U-OFF

**EAGLE WIDE (CROSS)
(ZEBRA) CORE FZ**

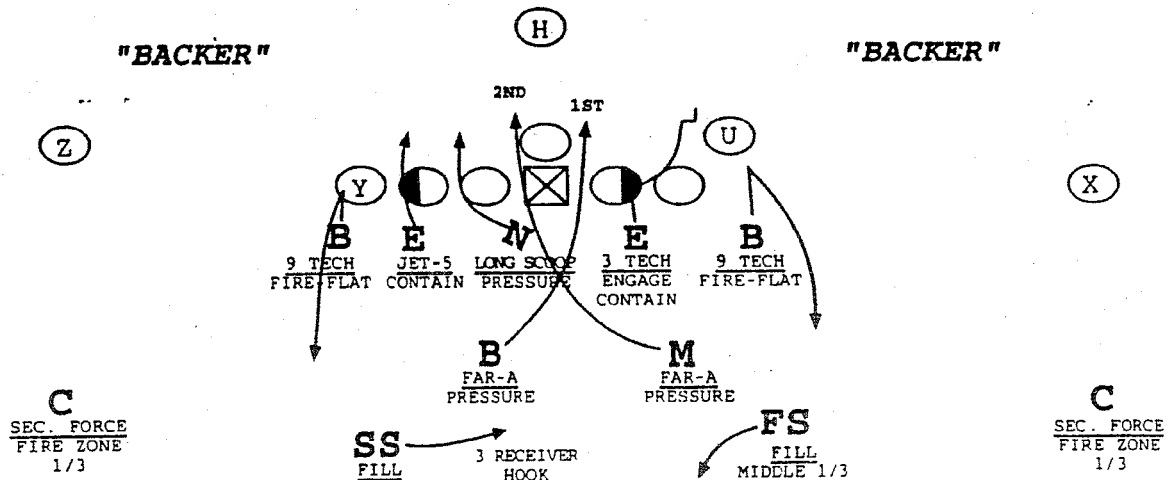
"OPEN RIGHT"

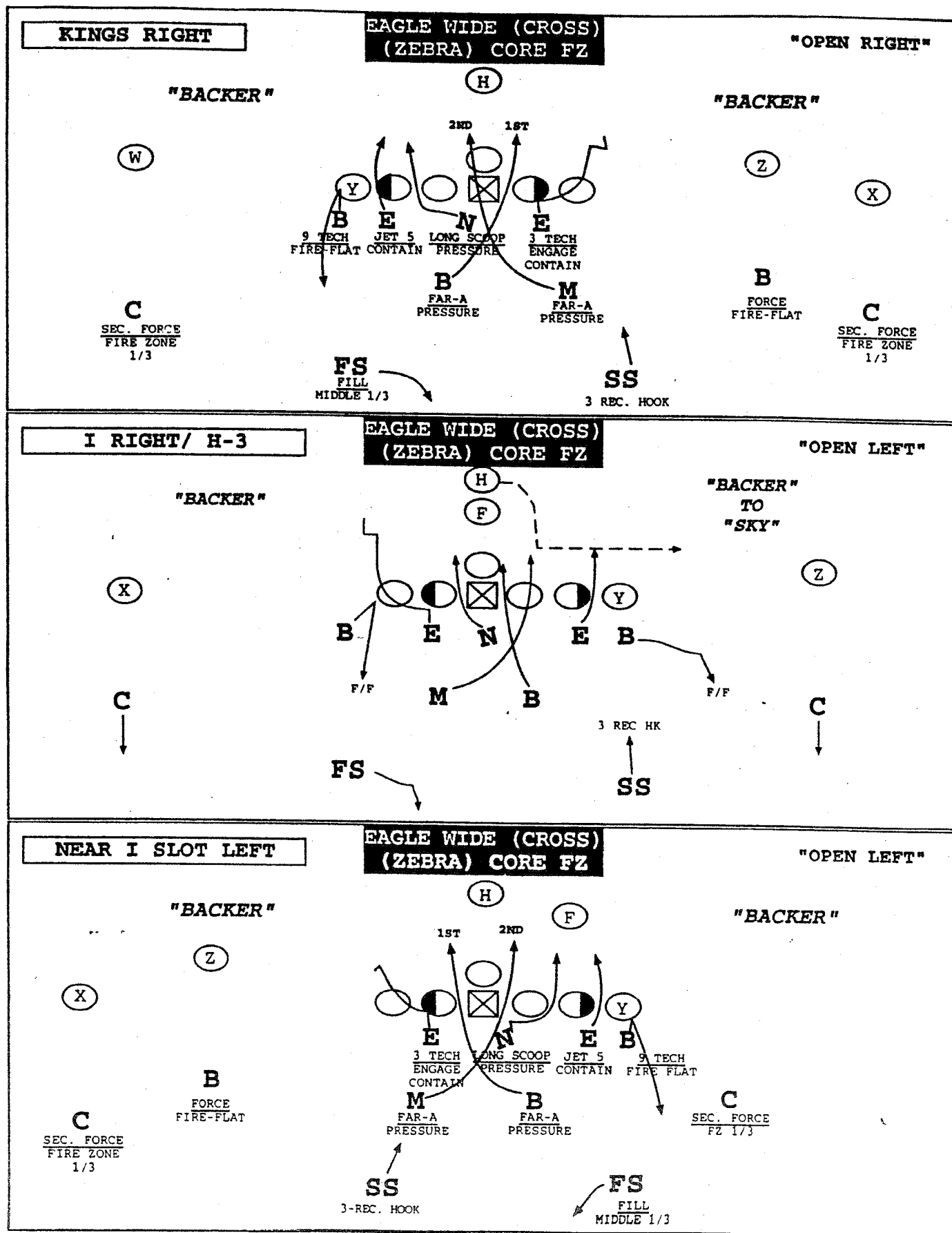


ACE LEFT / U-OFF

**EAGLE WIDE (CROSS)
(ZEBRA) CORE FZ**

"OPEN RIGHT"





OPEN 7 WALK

PLAYS AS OPEN 7 FOR EVERYONE EXCEPT THE OLB'S

CLOSED OLB - VERSUS WIDE TRIPS (#2 DISPLACED) WALK ON #2 AND
PLAY YOUR TECHNIQUE FROM THERE

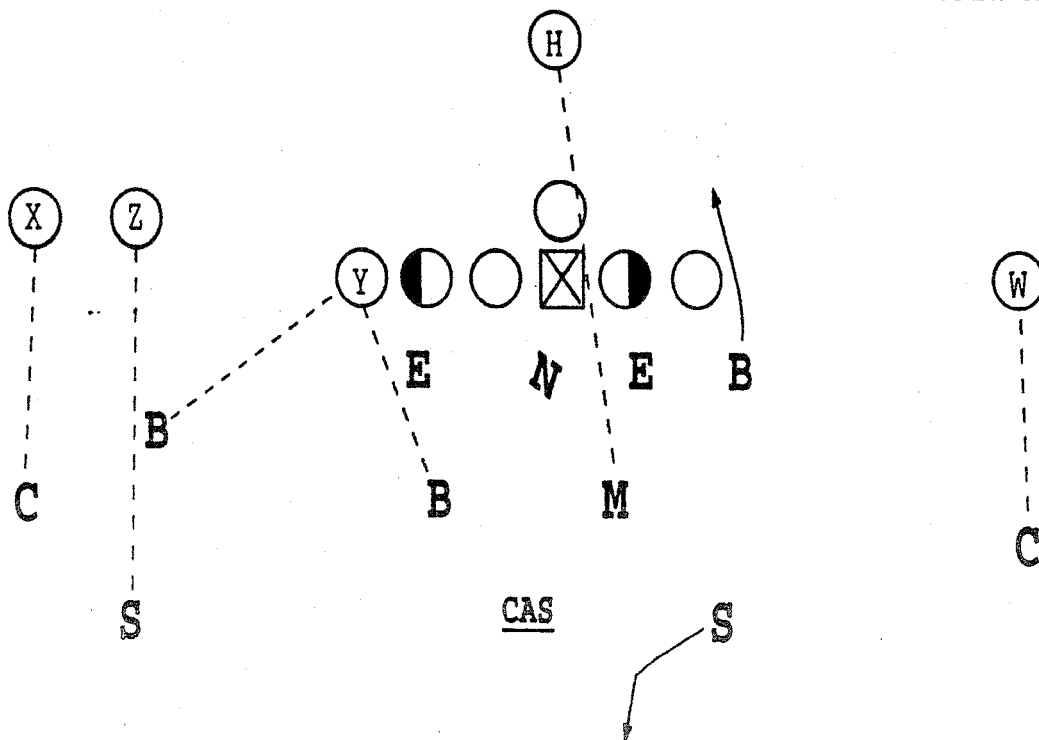
OPEN OLB - VERSUS WIDE SLOT (#2 DISPLACED) WALK ON #2 AND
CONTAIN RUSH FROM THERE (TIME IT OUT)

SAFETY - COVER #2 DISPLACED FROM 2-DEEP ALIGNMENT
COORDINATED WITH OLB

KINGS TRIPS LEFT

EAGLE WIDE OPEN 7 WALK

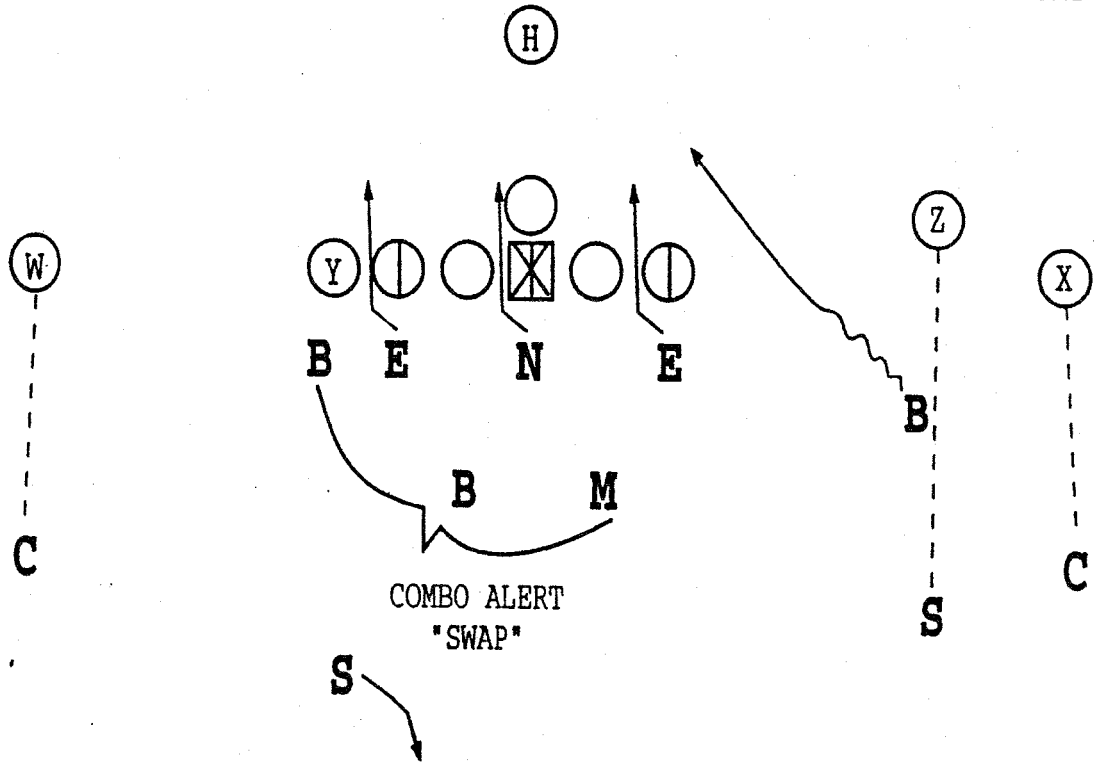
"OPEN RIGHT"



KINGS RIGHT

ANGLE
OPEN 7 WALK

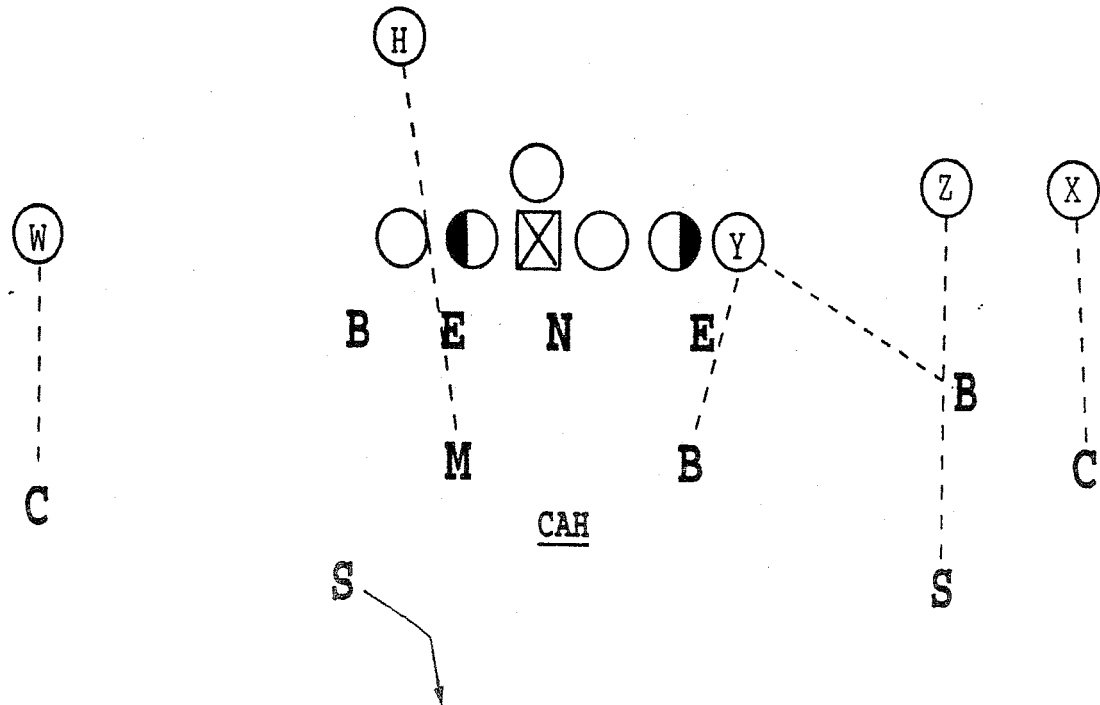
"OPEN RIGHT"



KINGS FAR TRIPS RIGHT

EAGLE WIDE
OPEN 7 WALK

OPEN LT
COMBO ALERT HOLE



EAGLE WIDE OPEN ZONE

OPEN RT/LT CALL AND ROB/LEE CALL TO OPEN SIDE
ONCE CALLS ARE SET, THEY STAY VERSUS ALL MOTION

DEF LINE PLAY EAGLE WIDE FRONT MECHANICS
 -- POSSIBLE FREEZE, X, ED, ED WITH IT

OPEN OLB 7 TECHNIQUE / CONTAIN RUSH -- UNLESS IT IS CALLED
 WITH A FREEZE OR X STUNT

CLOSED OLB BACKER OR READ / CURL-FLAT

BUC GAP TECHNIQUE / HOOK-CURL (BO TO TE SIDE B-GAP)

MAC OPEN A-GAP / HOOK-CURL
 -- IF CALLED WITH FREEZE, X OR ED YOUR GAP CHANGES

ILB'S MUST ALWAYS BE TO ANY BEHIND 2

SAFETIES ALIGN STRONG AND WEAK
 TO OPEN SIDE : FORCE / CURL-FLAT
 TO CLOSED SIDE : FILL / MIDDLE 1/3

CORNERS ALIGN LEFT AND RIGHT

 TO ROB/LEE CALL : 3-10-30 1/3 / SECONDARY FORCE
 (SAFETY HAS C/F)

 AWAY FROM ROB/LEE : TIGHT 1/3/ READ OR SECONDARY
 FORCE (OLB HAS C/F)



SPLIT LEFT

EAGLE WIDE OPEN ZONE

"OPEN RT"
"ROB"

"BACKER"

(F)

(H)

"SKY"

(Z)

(Y)

(O)

(X)

(O)

(O)

(X)

B
9 TECH
CURL-FLAT

E
WIDE 5
CONTAIN

N
GAP
PRESSURE

E
3 TECH
PRESSURE

B
7 TECH
CONTAIN

C
SEC FORCE
TIGHT 1/3

B
GAP
HOOK-CURL

M
A-GAP
HOOK-CURL

C
SEC FORCE
3-10-30 1/3

SS
FILL
MIDDLE 1/3

FS
FORCE
CURL-FLAT

FAR SLOT RIGHT

EAGLE WIDE OPEN ZONE

"OPEN RT"
"ROB"

"READ"

(F)

(H)

"SKY"

(Z)

(Y)

(O)

(X)

(O)

(O)

(X)

B
READ
CURL-FLAT

E
WIDE 5
CONTAIN

N
GAP
PRESSURE

E
3 TECH
PRESSURE

B
7 TECH
CONTAIN

C
READ
DEEP 1/3

B
GAP
HOOK-CURL

M
BIRD
HOOK-CURL

SS
FORCE
CURL-FLAT

C
SEC FORCE
3-10-30 1/3

FS
FILL
MIDDLE 1/3

I LEFT / Y-MOTION

EAGLE WIDE OPEN ZONE

"OPEN RT"
"ROB"

"BACKER"

(H)

(F)

"SKY"

(Z)

(Y)

(O)

(X)

(O)

(O)

(X)

B
9 TECH
CURL-FLAT

E
WIDE 5
CONTAIN

N
GAP
PRESSURE

E
3 TECH
PRESSURE

B
7 TECH
CONTAIN

C
SEC FORCE
TIGHT 1/3

B
GAP
HOOK-CURL

M
A-GAP
PLUG
HOOK-CURL

C
SEC FORCE
3-10-30 1/3

SS
FILL
MIDDLE 1/3

FS
FORCE
CURL-FLAT



PANTHERS DEFENSE
1997 TRAINING CAMP

MTG #8
PG 13

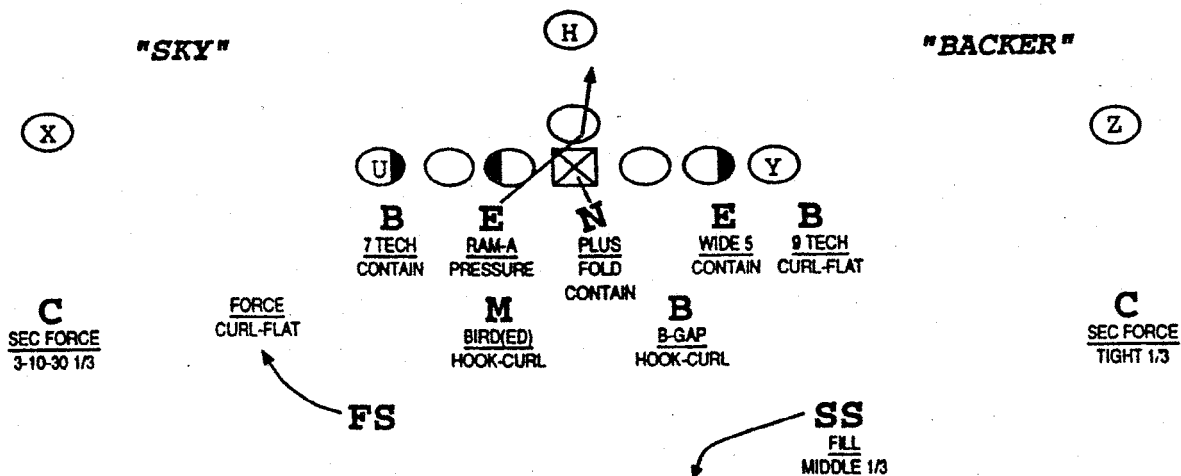
ACE RIGHT

**EAGLE WIDE ED
OPEN ZONE**

"OPEN LT"
"LEE"

"SKY"

"BACKER"



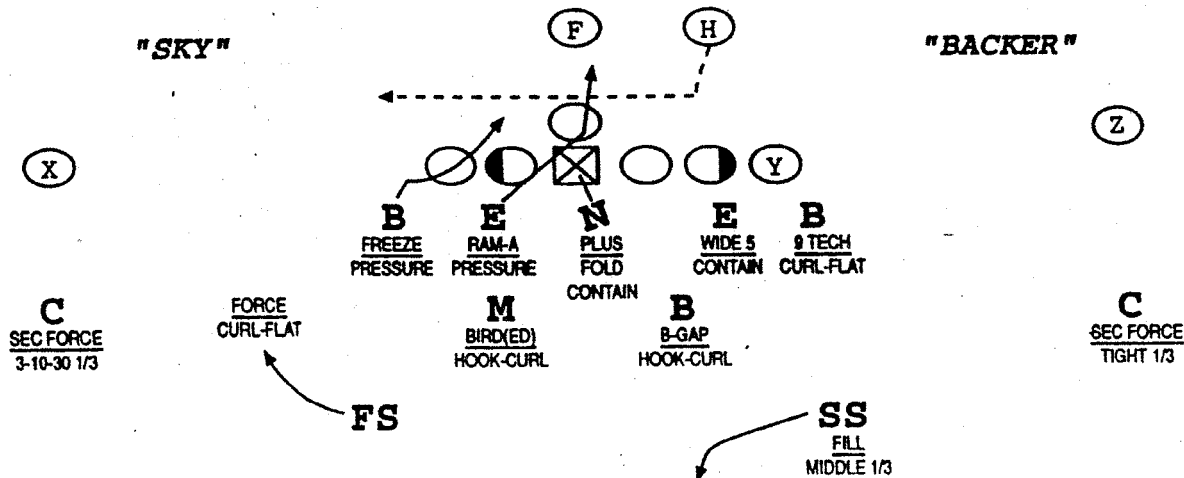
NEAR RIGHT / H-2

**EAGLE WIDE FREEZE
OPEN ZONE**

"OPEN LT"
"LEE"

"SKY"

"BACKER"



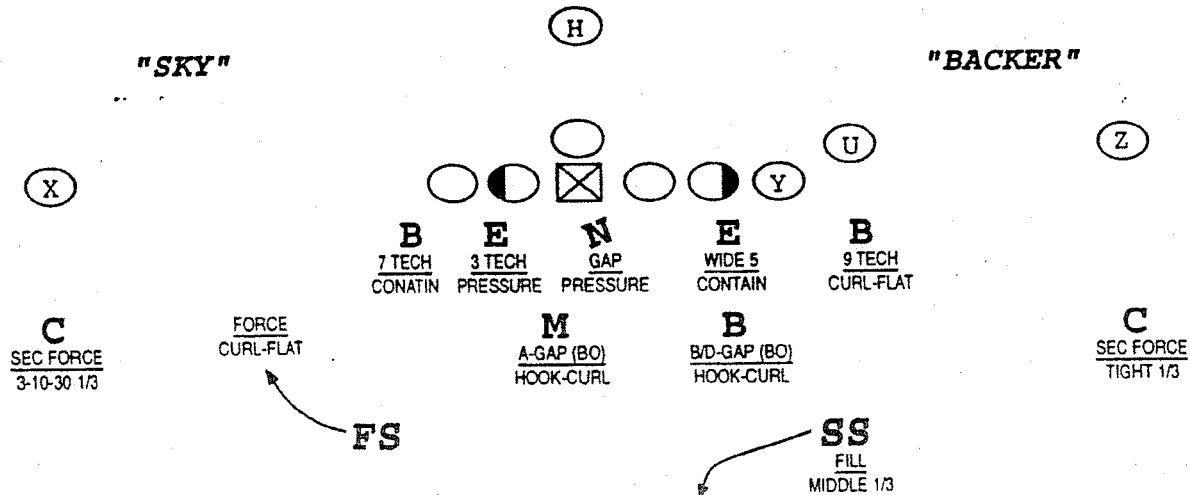
ACE TRIPS RIGHT

**EAGLE WIDE
OPEN ZONE**

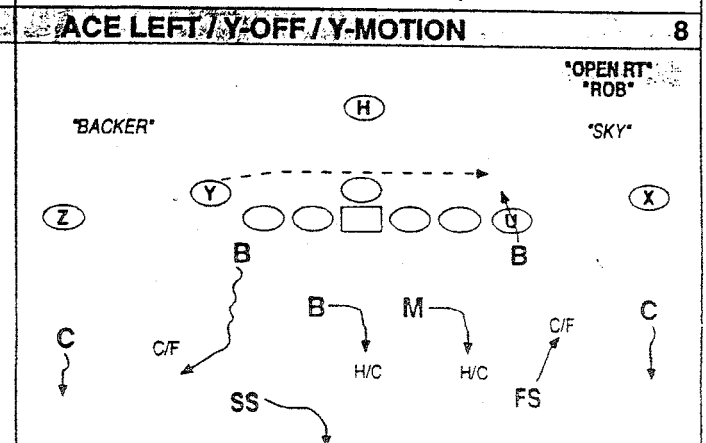
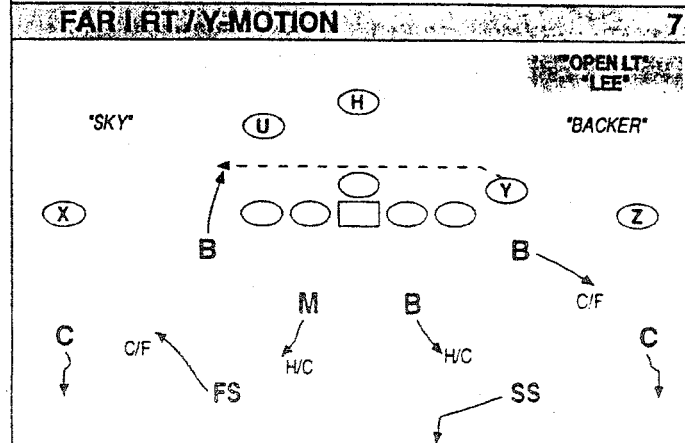
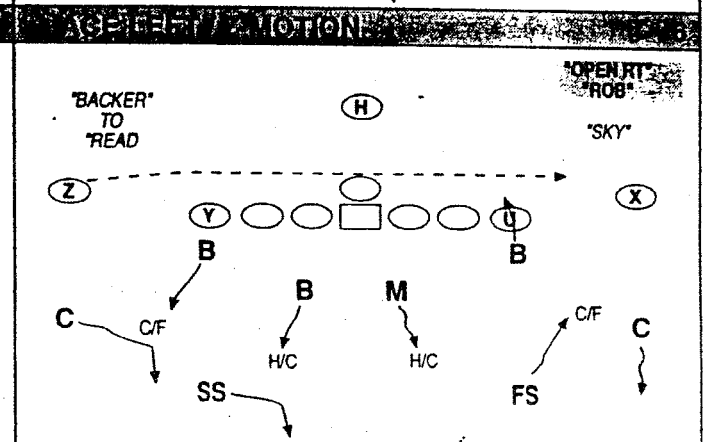
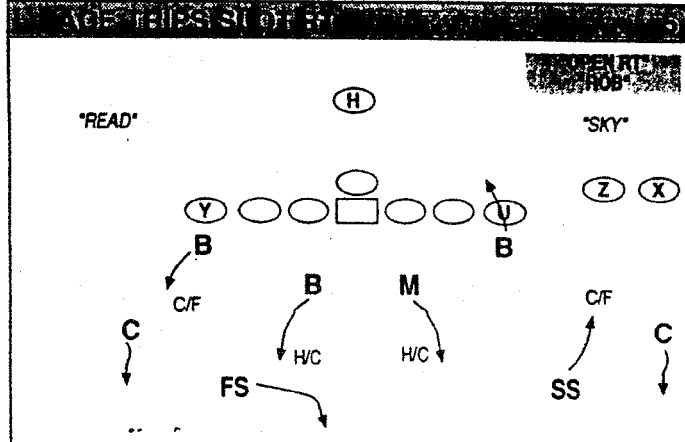
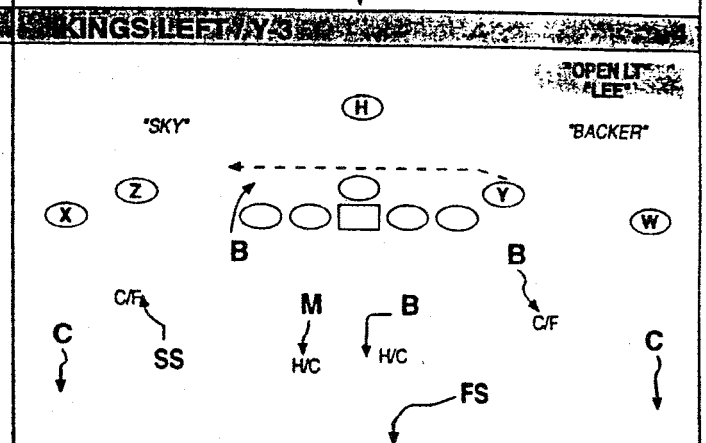
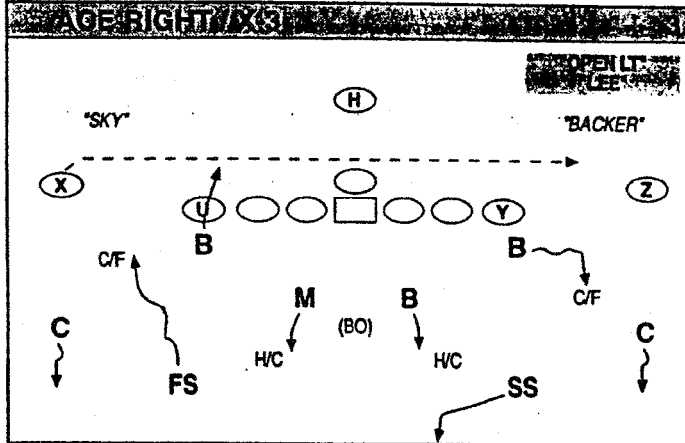
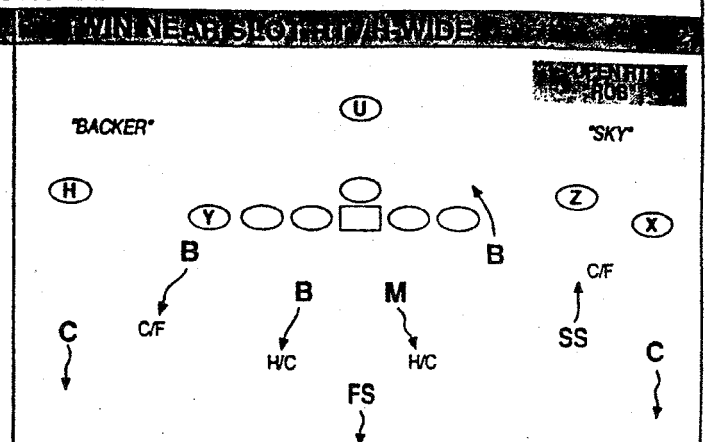
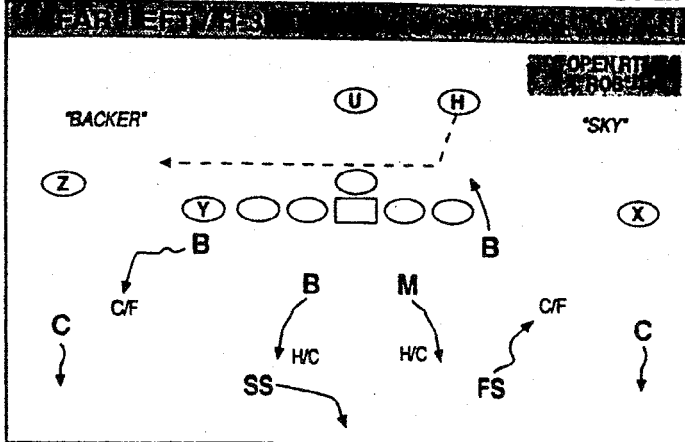
"OPEN LT"
"LEE"

"SKY"

"BACKER"

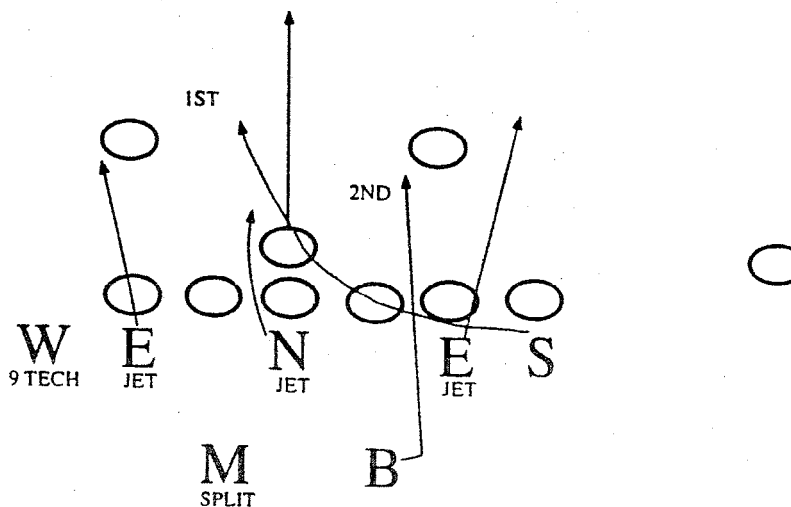
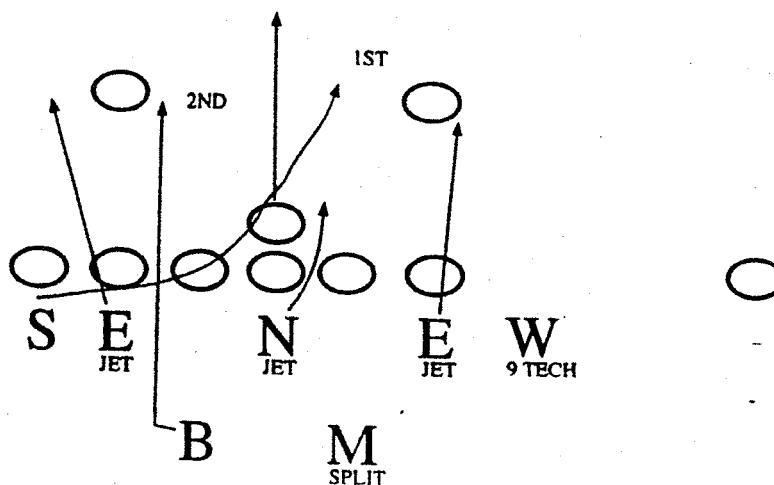


OPEN ZONE



STUNT DAGGER

- NOSE :** ALIGN HEAD-UP ON OC
JET A-GAP AWAY FROM CALL.
- ENDS :** ALIGN HEAD-UP ON OT
JET WITH PASS CONTAIN AND C GAP CONTROL.
- OLB :** ALIGN IN A 6 TECHNIQUE
LOOP INTO A-GAP BEHIND THE END.
- INSIDE LB :** ALIGN IN A BASIC TECHNIQUE
TIME IT OUT AND HIT B-GAP OFF OLB TAIL (DELAY BLITZ)



OKIE RUSH STUNTS



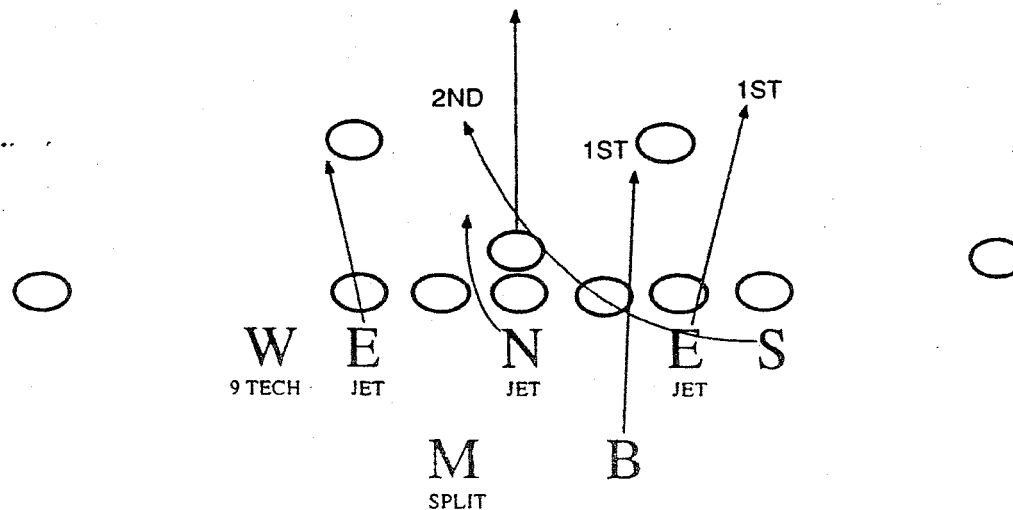
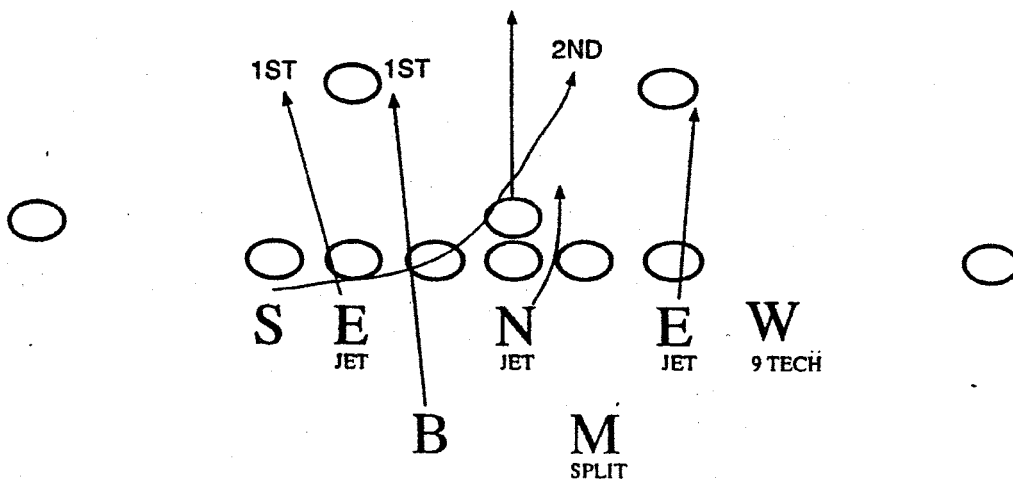
STUNT SPIKE

NOSE : JET A-GAP AWAY FROM CALL

ENDS : ALIGN HEAD UP ON OT
JET WITH PASS CONTAIN AND C-GAP CONTROL.

OLB : ALIGN IN A 6 TECHNIQUE,
QUICK POST TE, THEN LOOP INTO A-GAP BEHIND THE ILB
(SAME AS A SOX)

INSIDE LB : ALIGN IN A BASIC TECHNIQUE
BLITZ IN B-GAP (TIME IT OUT AND /OR CHEAT UP)



OKIE RUSH STUNTS



PANTHERS DEFENSE
1997 TRAINING CAMP

MTG 65
PG 17

STUNT EAGLE LONG

- OPEN RT/LT CALL TO SET FRONT ALIGNMENT
- RIP/LIZ CALL TO SET RUSH

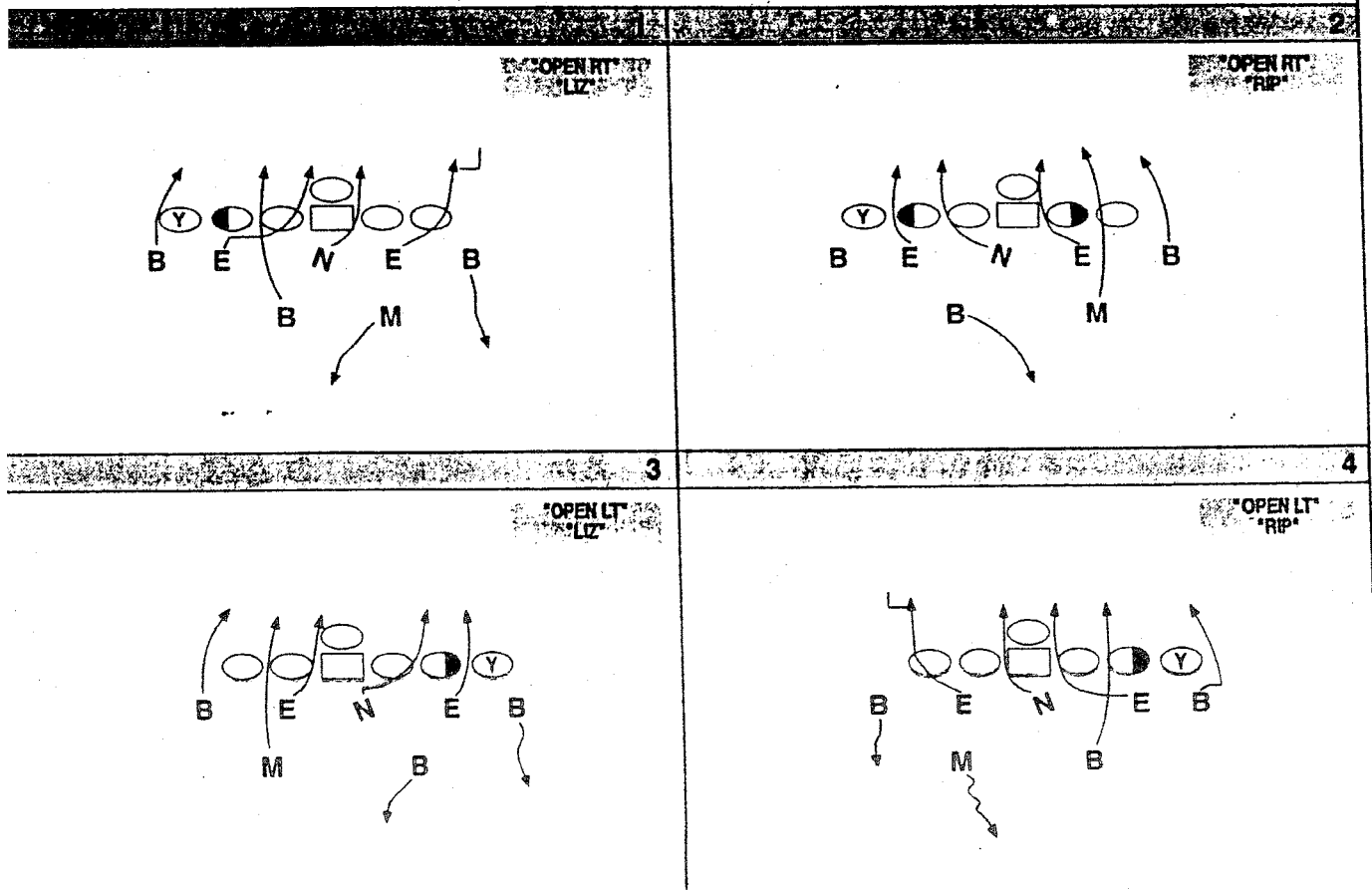
ENDS : EAGLE ALIGNMENTS
 TO CALL = HIT A-GAP FROM YOUR EAGLE ALIGNMENT
 AWAY FROM CALL = JET C-GAP TO CONTAIN FROM YOUR EAGLE ALIGNMENT

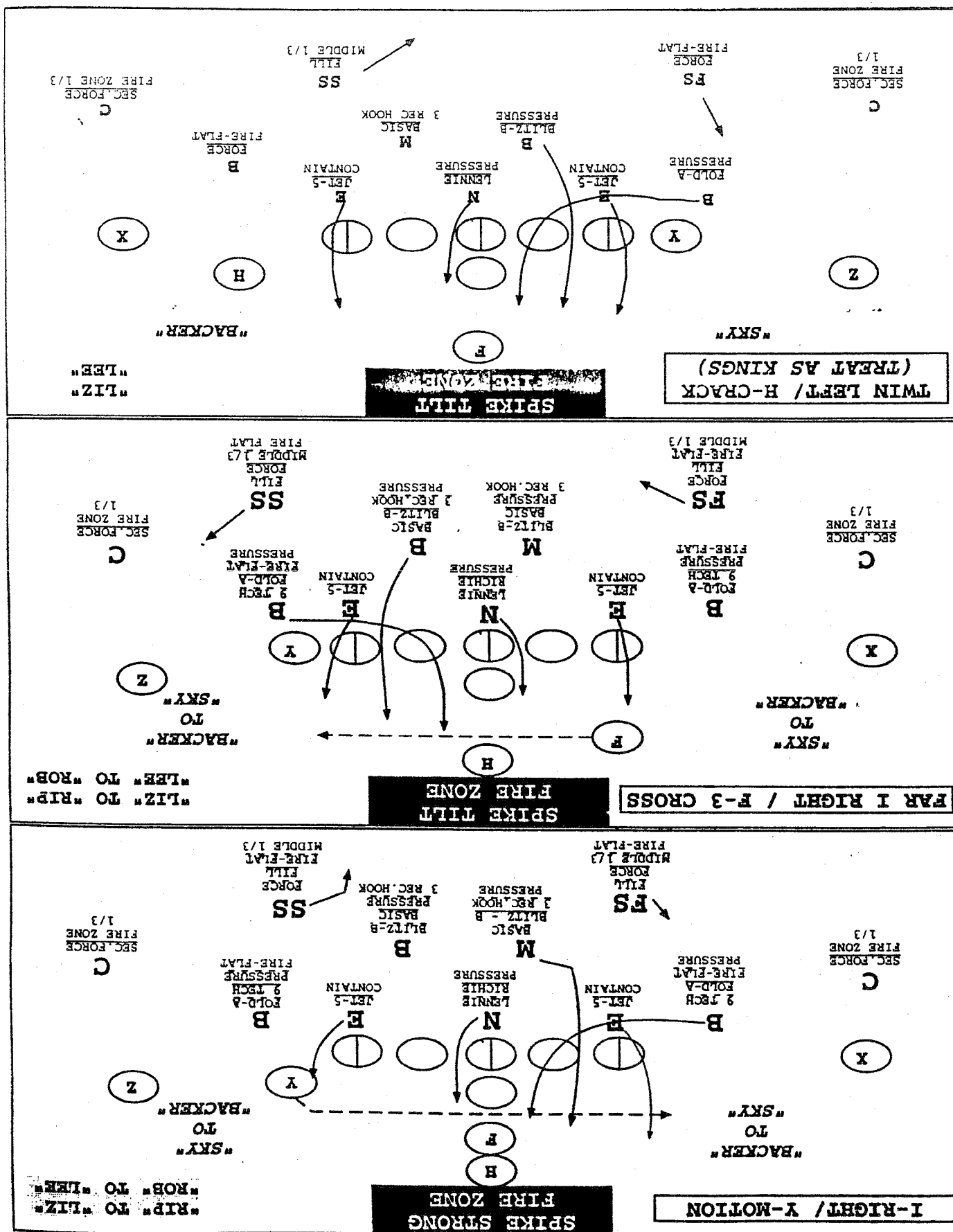
NOSE : EAGLE TILT ALIGNMENT
 SLANT ACROSS EITHER THE CENTER OR OG'S FACE AWAY FROM THE CALL

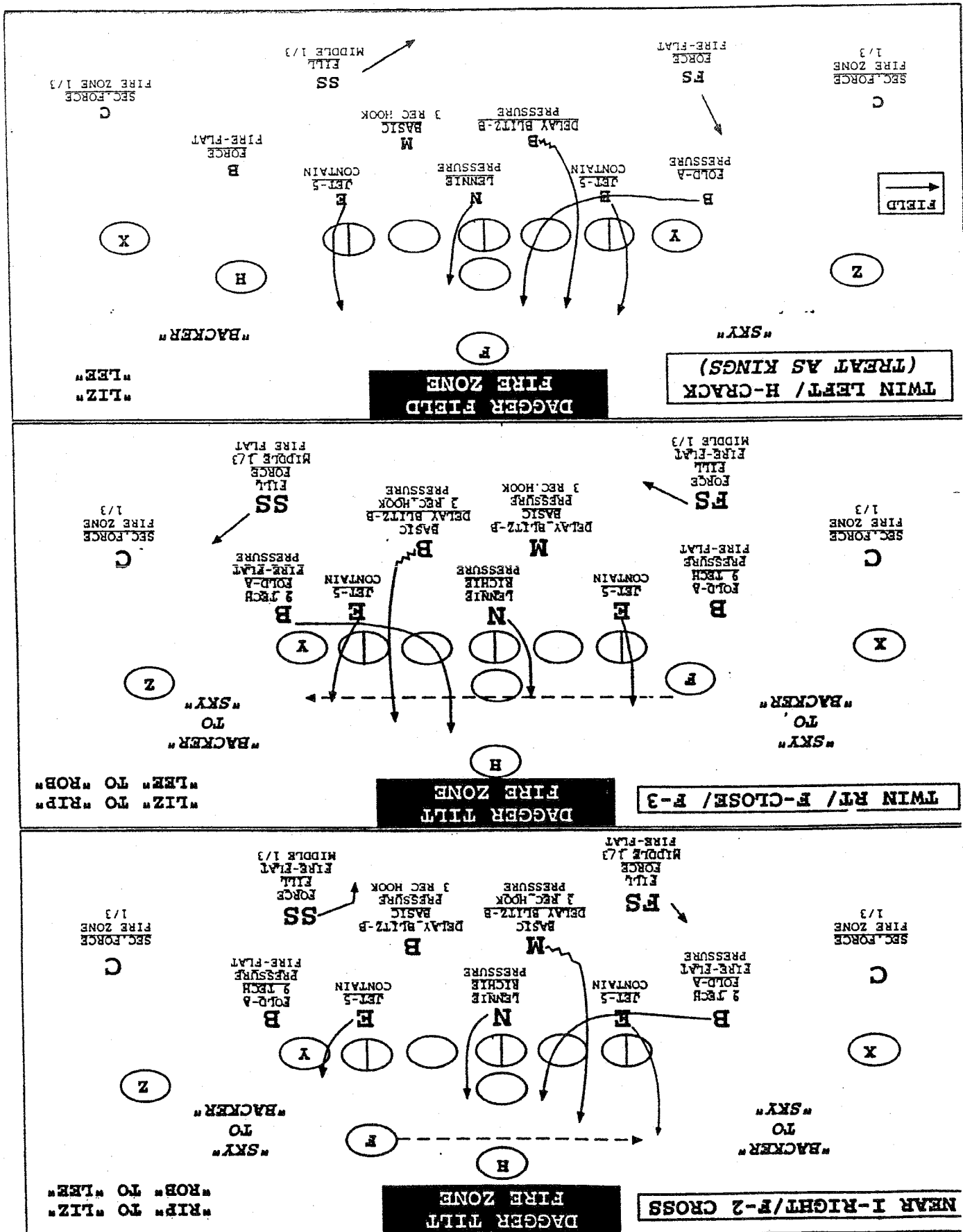
OLB'S : TO CALL = SAME AS SCOOP
 AWAY FROM CALL = SAME AS SLIP (BE AWARE OF JETTING END)

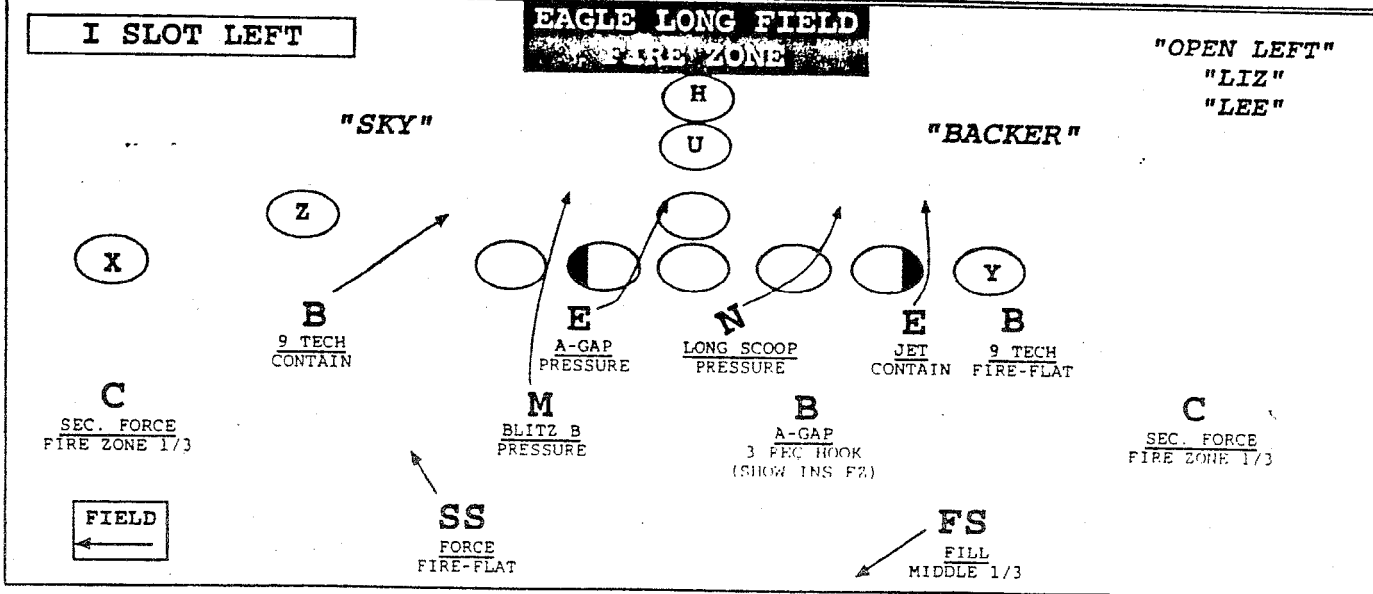
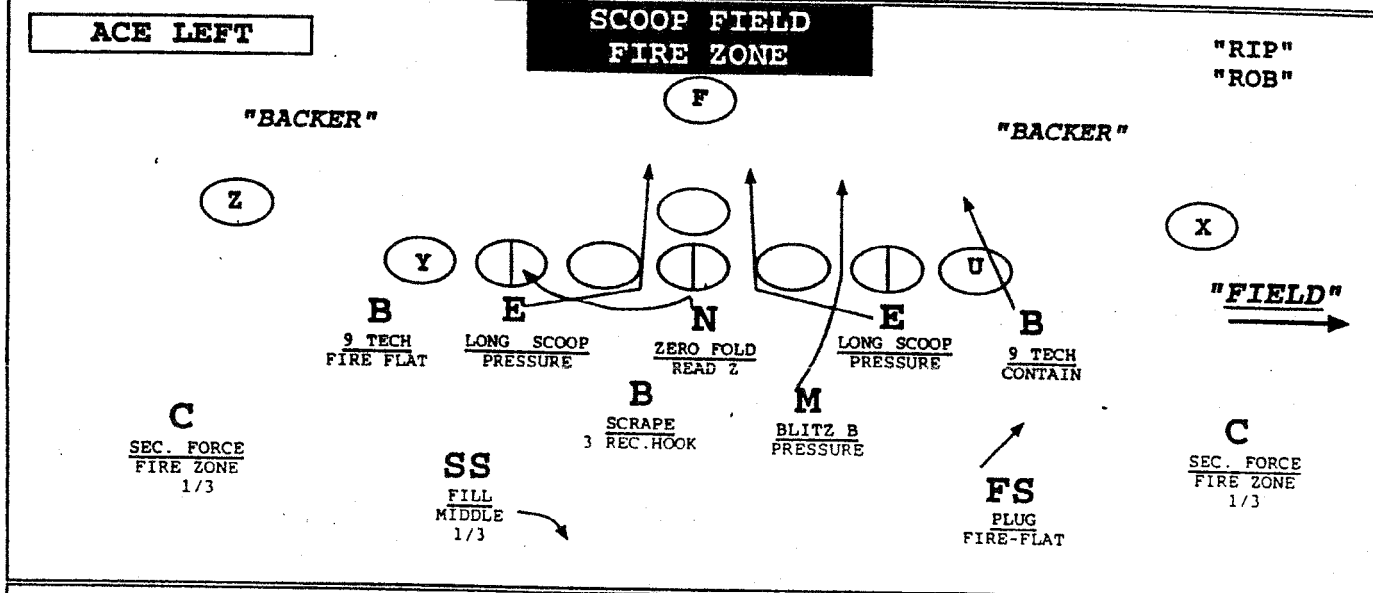
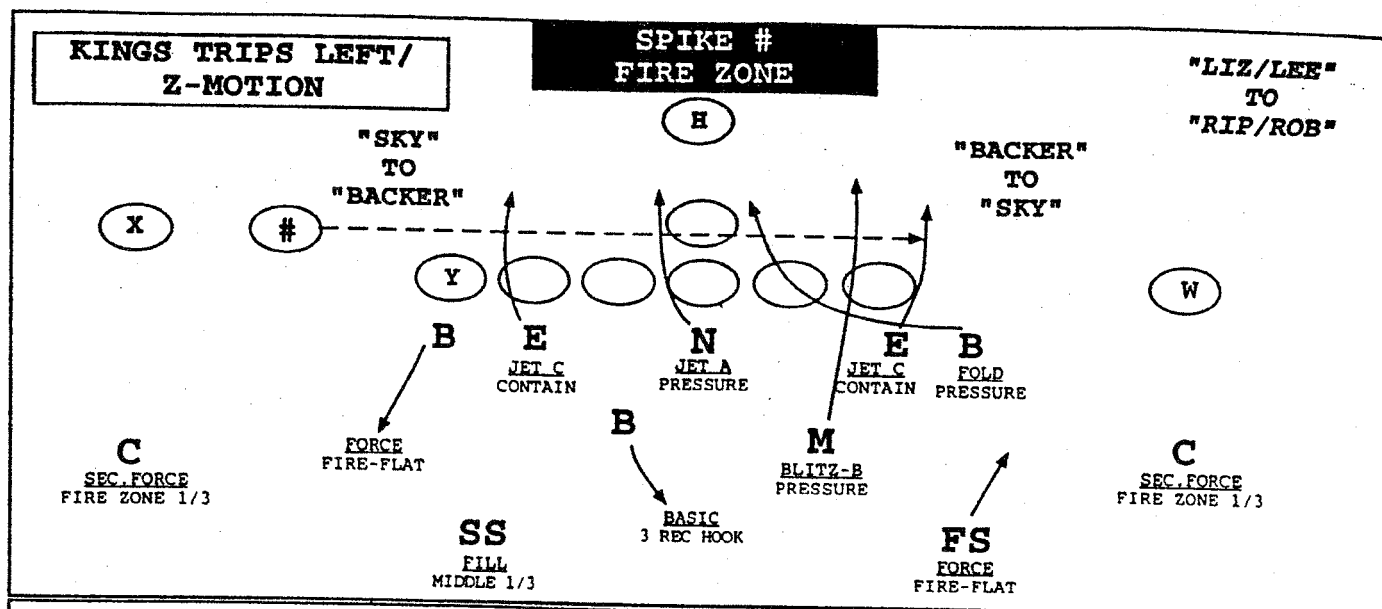
BUC : TO CALL = SAME AS SCOOP (BEHIND END IN A WIDE 5 ALIGNMENT)
 AWAY FROM CALL = STACK A-GAP / 3 RECEIVER HOOK IN FIRE ZONES
 (POSSIBLY SHOW INSIDE FIRE ZONE)

MAC : TO CALL = SAME AS SCOOP (BEHIND END IN A 3 ALIGNMENT)
 AWAY FROM CALL = SAME AS SLIP









1997 TRAINING CAMP

DEFENSE MTG #6

LOAD 5 STAY

A 5 UNDER MAN-2 DEEP COVERAGE WITH MAN UNDER COVERAGE PLAYING A BUMP AND TRAIL TECHNIQUE.

COVERAGE WILL DENY ANY INSIDE CROSSING RELEASE. BE PREPARED TO STAY UNDERNEATH AND INSIDE ANY OPTION ROUTE. MAKE BALL BE THROWN OVER OR THRU YOU INTO THE DEEP 1/2 SAFETIES.

SAFETIES PLAY NORMAL 1/2 TECHNIQUE.

MAC & STACK LBER's

COVER WIDEST TE/RB YOUR SIDE WITH AN AGGRESSIVE INSIDE MAN TECHNIQUE.

CP: IF DISPLACED FROM CORE KNOW WHO YOU ARE COVERING AND ADJUST YOUR ALIGNMENT AND TECHNIQUE ACCORDINGLY.

BUC

COVER MIDDLE TE/RB OF THE 3 LIKE ELIGIBLES

CP: LBER's WILL BUMP COVERAGE BETWEEN EACH OTHER WHEN MOTION DICTATES IT. TANGO VS. TE/NEAR BACK - WING.

CORNERS

ALIGN ON & COVER X AND Z VERSUS REGULAR OR ACE PERSONNEL WHEREVER THEY ALIGN OR MOTION. USE BUMP & TRAIL TECHNIQUE

STRONG SAFETY

ALIGN TO TE SIDE AND PLAY NORMAL 1/2

FREE SAFETY

ALIGN TO OPEN SIDE AND PLAY NORMAL 1/2

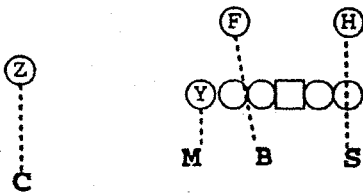
NOTE: 5 STAY = WE ARE PLAYING CLOUD FORCE VS. PRO SETS
READ TO A BACKSIDE #1 TIGHT WITH LB'ER AND SAFETY

LOAD PACKAGE



LOAD 5 STAY

"CLOUD"



SS



FS

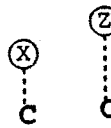


"CLOUD"

(X)

C

"CLOUD"



FS



"READ"

SS



POSITION	ALIGNMENT	KEY	RUN RESPONSIBILITY	PASS RESPONSIBILITY
MAC & STACK	ON YOUR COVERAGE	THRU LINEMEN TO COVERAGE	DEPENDS ON FRONT	COVER WIDEST TE/RB TO YOUR SIDE WITH AN AGGRESSIVE INSIDE MAN TECH. CP : IF DISPLACE FROM CORE KNOW WHO YOU ARE COVERING AND ADJUST YOUR ALIGNMENT AND TECH. ACCORDINGLY
BUCK	ON YOUR COVERAGE	THRU LINEMEN TO COVERAGE	DEPENDS ON FRONT	COVER MIDDLE (TE/RB) OF THE 3 LIKE ELIGIBLES. CP: LB'S BUMP COVERAGE BETWEEN EACH OTHER WHEN MOTION DICTATES LOCK ALL BACKFIELD SETS.
CORNERS	INSIDE SHADE X 5 YDS.	THRU #2 TO QB TO WR	RUN TO: FORCE RUN AWAY: ARC	COVER THE X & Z RECEIVER VS REGULAR AND ACE PERSONAL. BUMP & TRAIL TECHNIQUE. CP: RUN WITH X & Z MOTION
SAFETIES	NORMAL 2 DEEP ALIGNMENT X 12 YDS	THRU #2 TO BACKS	RUN TO: SEC FORCE RUN AWAY: BACKSIDE LEVERAGE	PLAY NORMAL 1/2 TECH.



LOAD 5-STAY

SPIN LEFT		SPIN RIGHT	
<p>"CLOUD"</p> <p>SS NORMAL 1/2</p> <p>FS NORMAL 1/2</p>	<p>"CLOUD"</p> <p>FS NORMAL 1/2</p> <p>SS NORMAL 1/2</p>		
NEAR 1/2 SLIDE		FAR 1/2 SLIDE	
<p>"CLOUD"</p> <p>SS NORMAL 1/2</p> <p>FS NORMAL 1/2</p>	<p>"CLOUD"</p> <p>SS NORMAL 1/2</p> <p>FS NORMAL 1/2</p>		
FAR 1/2 SLIDE		NEAR 1/2 SLIDE	
<p>"CLOUD"</p> <p>FS NORMAL 1/2</p> <p>SS NORMAL 1/2</p>	<p>"CLOUD"</p> <p>FS NORMAL 1/2</p> <p>SS NORMAL 1/2</p>		
ACE RIGHT		ACE TRIPS LEFT	
<p>"CLOUD"</p> <p>FS NORMAL 1/2</p> <p>SS NORMAL 1/2</p>	<p>"CLOUD"</p> <p>SS NORMAL 1/2</p> <p>FS NORMAL 1/2</p>		



LOAD 52

A 5 UNDER, 2 DEEP DOUBLE ROTATED ZONE COVERAGE.

CORNERS WILL ALIGN LEFT AND RIGHT VERSUS ALL PERSONNEL AND FORMATIONS. SAFETIES WILL ALIGN STRONG AND WEAK.

THE BUSTER/SINK SIDE WILL BE TO THE STRONG SIDE OF FORMATION EXCEPT IN TWIN SETS IF THE BACK IS OFFSET, THEN IT GOES TO THE SIDE OF THE OFFSET BACK IRREGARDLESS OF THE STRENGTH. SAFETIES MAKE LUCKY / RINGO CALL TO INDICATE BUSTER SIDE. LUCKY / RINGO CALL CAN CHANGE BY MOTION.

**MAC & STACK LBer - "LUCKY" CALL = MAC - BUSTER TECHNIQUE
STACK - VERT HOOK TECHNIQUE**

**"RINGO" CALL = MAC - VERT HOOK TECHNIQUE
STACK - BUSTER TECHNIQUE**

BUC - MIDDLE READ TECHNIQUE

SINK CORNER - EXECUTE A SINK TECHNIQUE. SQUEEZE ALL ROUTES BY WR FROM OUTSIDE-IN. BE PREPARED TO FALL OFF WITH FADE ROUTE BY #1. (ALERT FOR 7 ROUTE)

STRONG SAFETY - PLAY A TIGHT 1/2 TECHNIQUE. BE PREPARED TO MAKE PLAY ON ANY VERTICAL STRETCH ROUTE BY AN INSIDE CORE RECEIVER.

FREE SAFETY - PLAY A NORMAL 1/2 TECHNIQUE. READ #2 RECEIVER FOR VERTICAL STRETCH THREAT. IF NO INSIDE THREAT THEN EXPAND OUTSIDE TO #1.

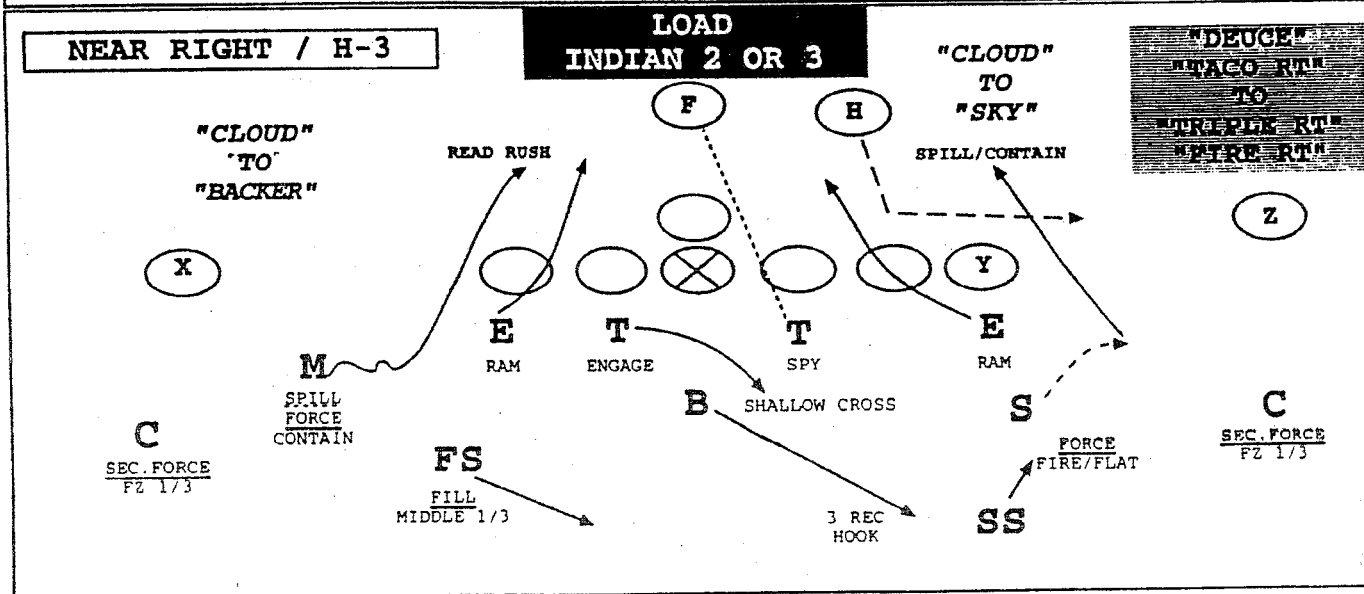
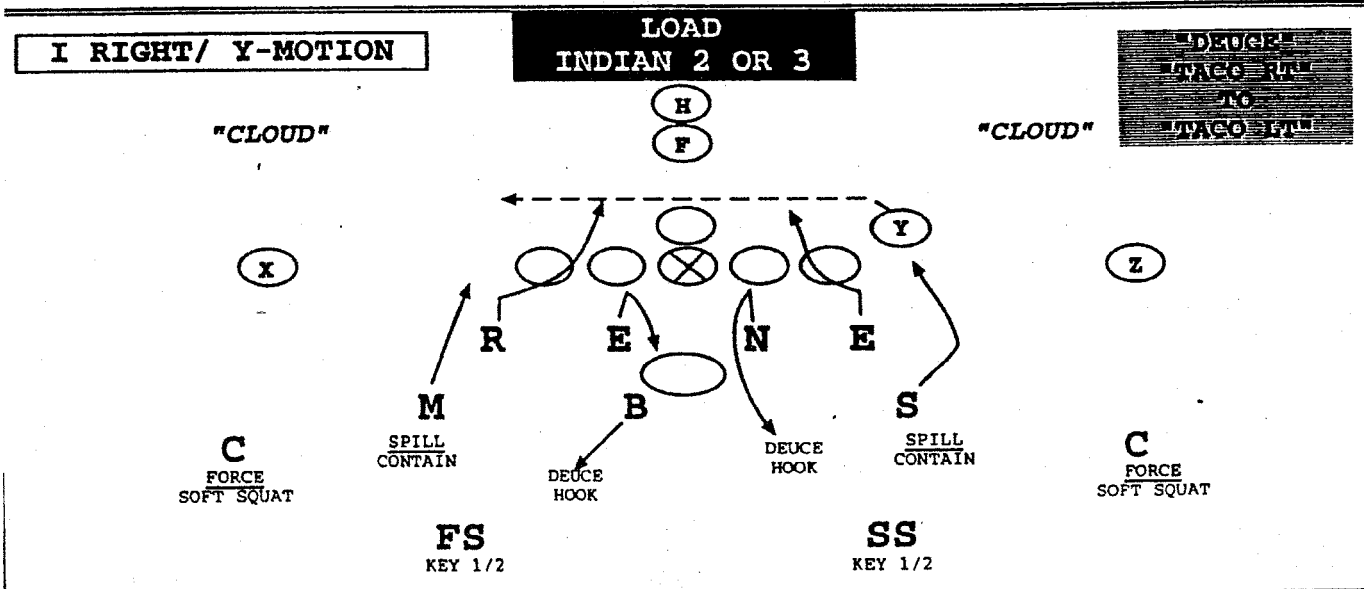
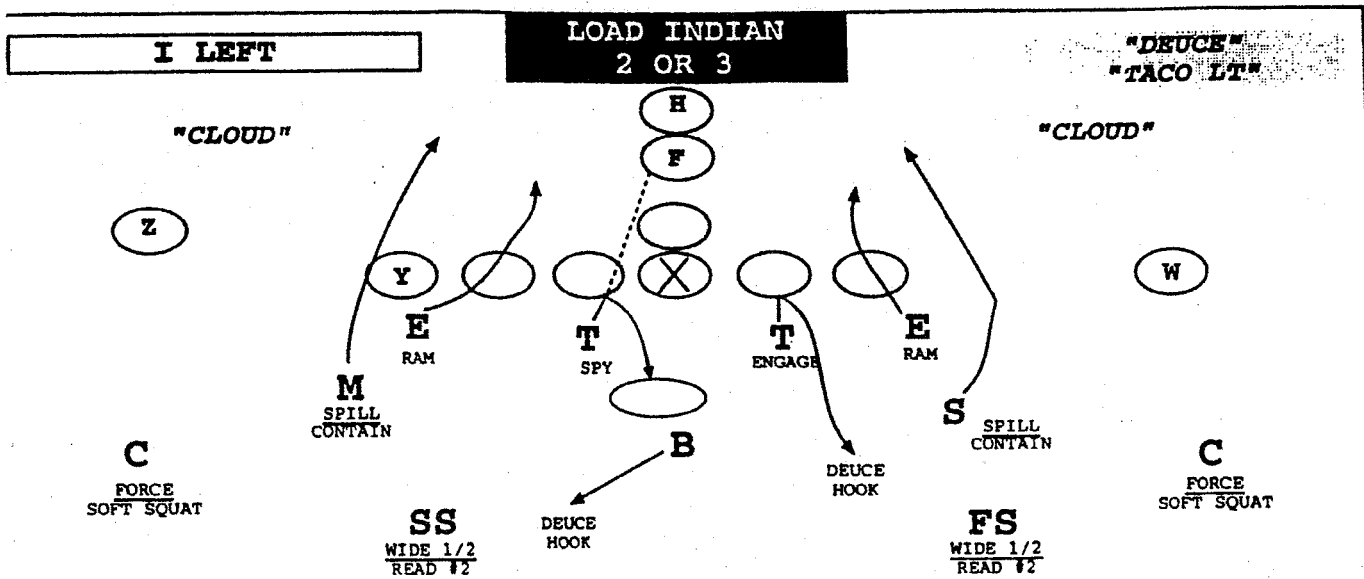
SQUAT CORNER - EXECUTE A SQUAT TECHNIQUE. COLLISION #1 AND FUNNEL FROM OUTSIDE-IN. CUSHION OFF AND BE PREPARED TO BREAK-UP ON ANY 2ND THREAT TO THE FLAT.

LOAD PACKAGE



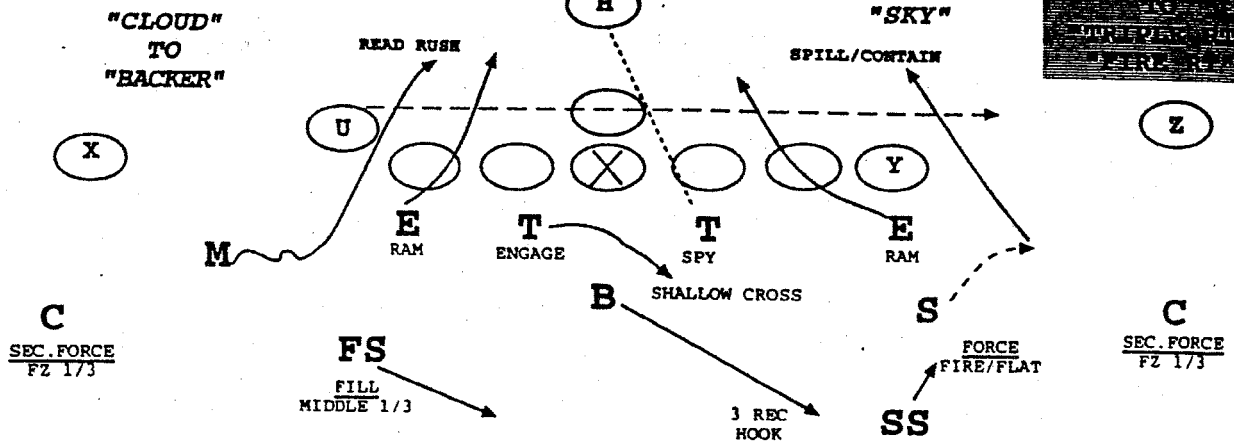
LOAD 5-STAY

<p>"CLOUD"</p> <p>"CLOUD"</p> <p>FS NORMAL 1/2</p> <p>SS NORMAL 1/2</p>	<p>"CLOUD"</p> <p>"CLOUD"</p> <p>FS NORMAL 1/2</p> <p>SS NORMAL 1/2</p>
<p>"READ"</p> <p>"BUMP"</p> <p>SS NORMAL 1/2</p> <p>FS NORMAL 1/2</p>	<p>"CLOUD"</p> <p>"TANGO" to "BUMP"</p> <p>SS NORMAL 1/2</p> <p>FS NORMAL 1/2</p>
<p>"CLOUD"</p> <p>"BUMP"</p> <p>FS NORMAL 1/2</p> <p>SS NORMAL 1/2</p>	<p>"CLOUD"</p> <p>"BUMP"</p> <p>SS NORMAL 1/2</p> <p>FS NORMAL 1/2</p>
<p>"CLOUD"</p> <p>"BUMP"</p> <p>SS NORMAL 1/2</p> <p>FS NORMAL 1/2</p>	<p>"CLOUD"</p> <p>SS NORMAL 1/2</p> <p>FS NORMAL 1/2</p>



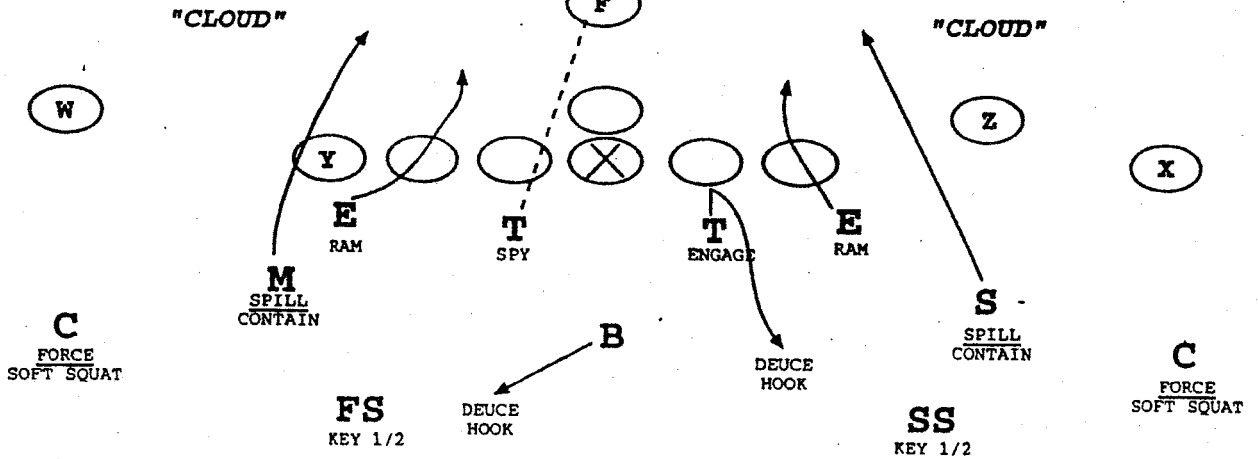
ACE RIGHT/ U-3

LOAD INDIAN 2 OR 3



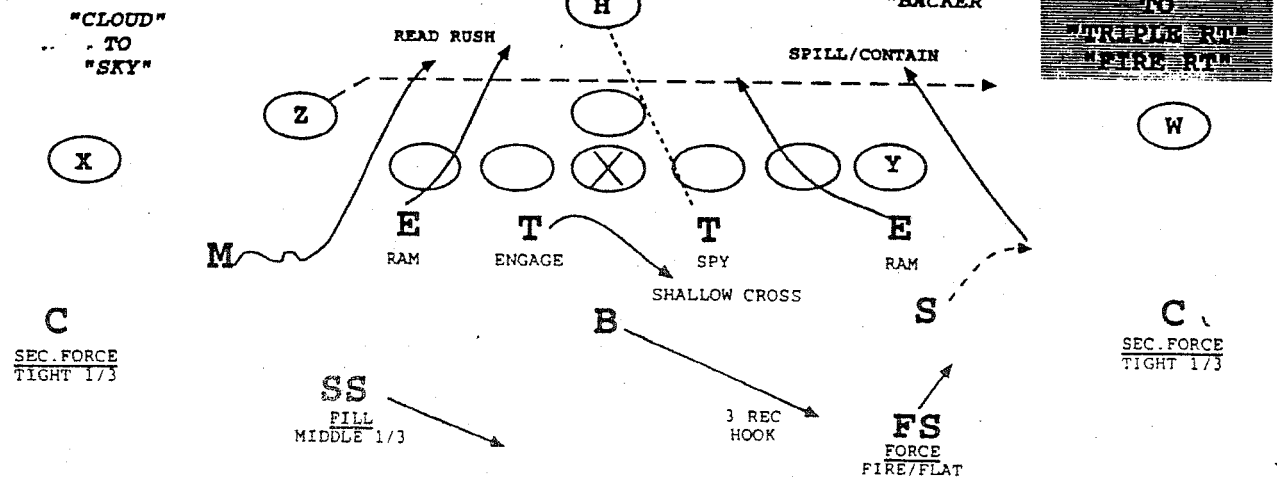
KINGS RIGHT

LOAD INDIAN 2 OR 3



KINGS LT/ Z-MOTION

LOAD INDIAN 2 OR 3



MAGIC INDIAN 2 OR 3

FRONT MECHANICS

- ALIGN IN MAGIC FRONT

LE - RAM INSIDE TO B-GAP

LT - ALIGN ON CENTER
PLAY ZERO & SPY BACK IN DEUCE / PRESSURE LANE IN FIRE RT/LT

RT - ALIGN ON OT IN LOOSE 5 AND RAM INTO B-GAP

CP: LE & RT ON RAM CHARGE, IF OG TURNS OUT TO PASS PROTECT ON YOU GET
ACROSS HIS FACE.

RIGHT END & BACKER

ALIGN AS ILB'S OVER OG, SUGAR ON GUARDS BEFORE EXECUTING DROPS.

DEUCE = DEUCE HOOK DROPS PUSH TO #2 AND CARRY VERTICAL ROUTES.

FIRE LT / RT = TO FIRE LT/RT CALL = 3 RECEIVER HOOK
AWAY FROM CALL = FIRE-FLAT

SECONDARY

CORNERS / SAFETIES = 2 OR 3 MECHANICS

NICKEL / DIME = - ALIGN STRONG & WEAK AND STAY VERSUS ALL MOTION
- DEUCE = SPILL / CONTAIN RUSH
- FIRE = SPILL / CONTAIN TO TRIPS
FORCE / CONTAIN AWAY FROM TRIPS

MAGIC PACKAGE



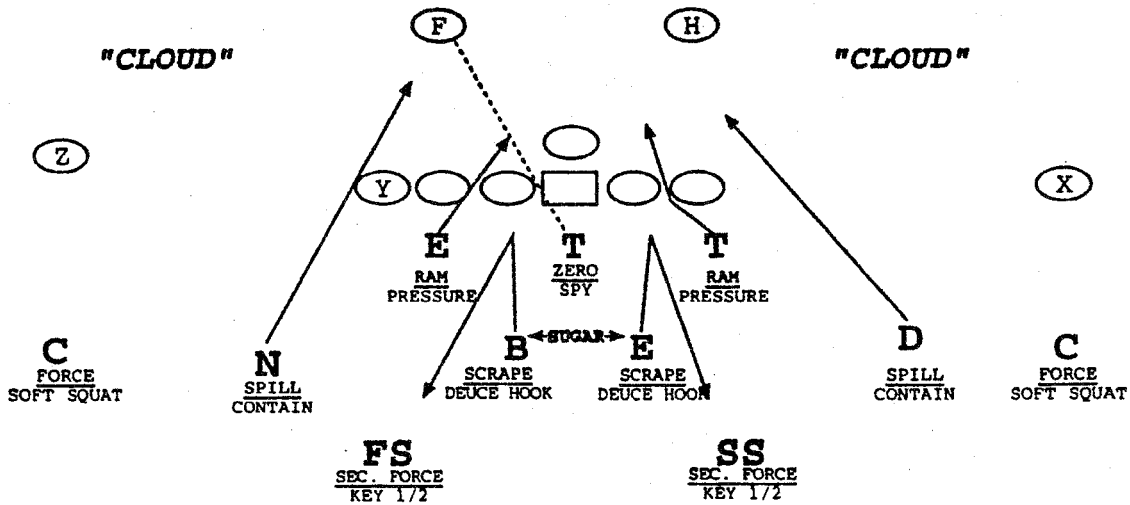
PANTHERS DEFENSE
1997 TRAINING CAMP

MTG #6
PG 17

SPLIT LEFT

MAGIC INDIAN 2/3

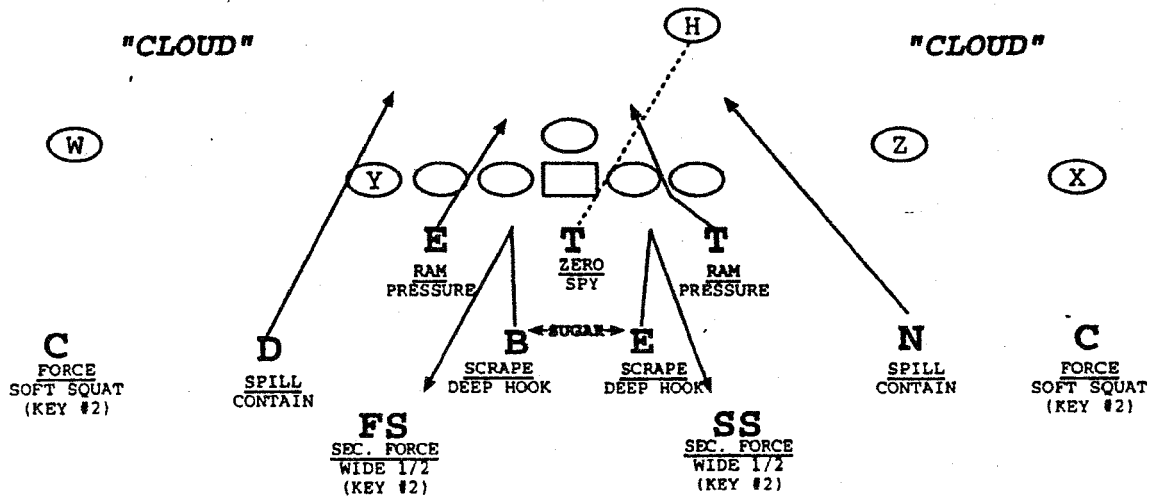
"DEUCE"



KINGS FAR RIGHT

MAGIC INDIAN 2/3

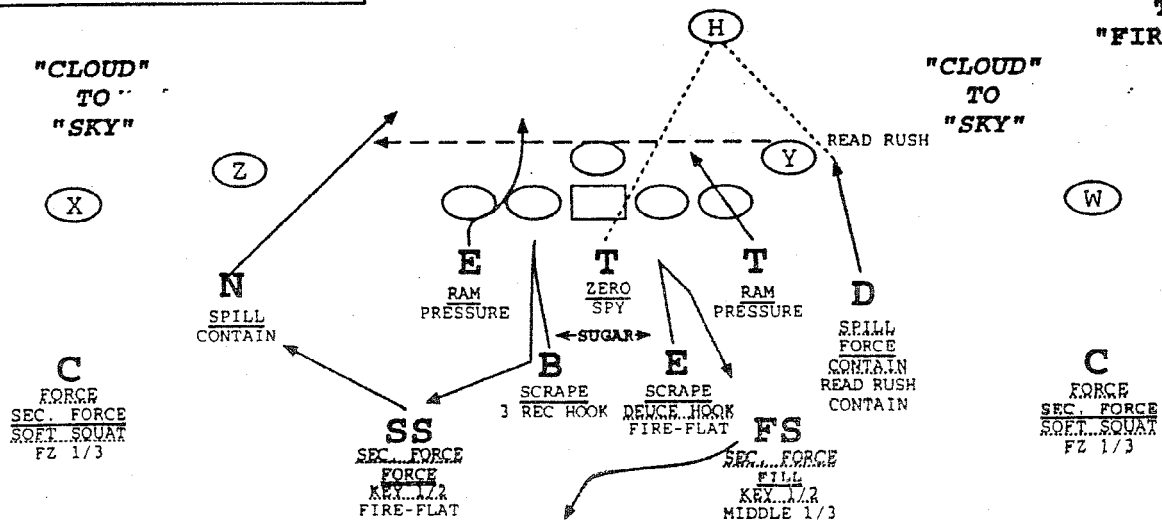
"DEUCE"



KINGS NEAR LT / Y-3

MAGIC INDIAN 2/3

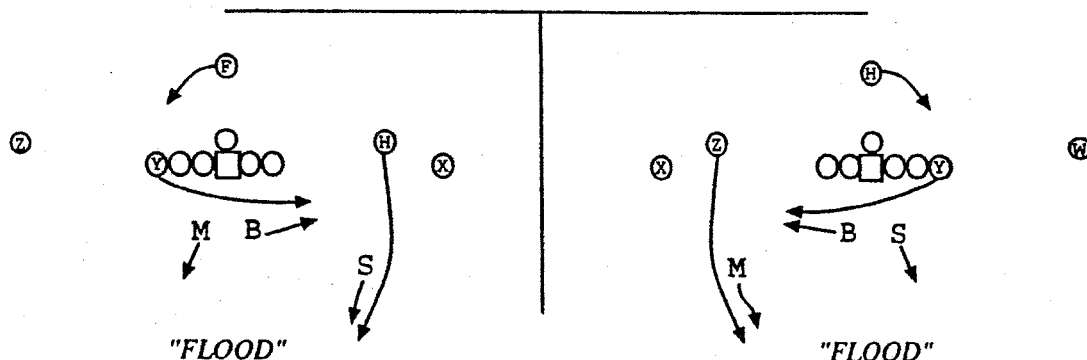
"DEUCE" TO "FIRE LT"



LOAD 52

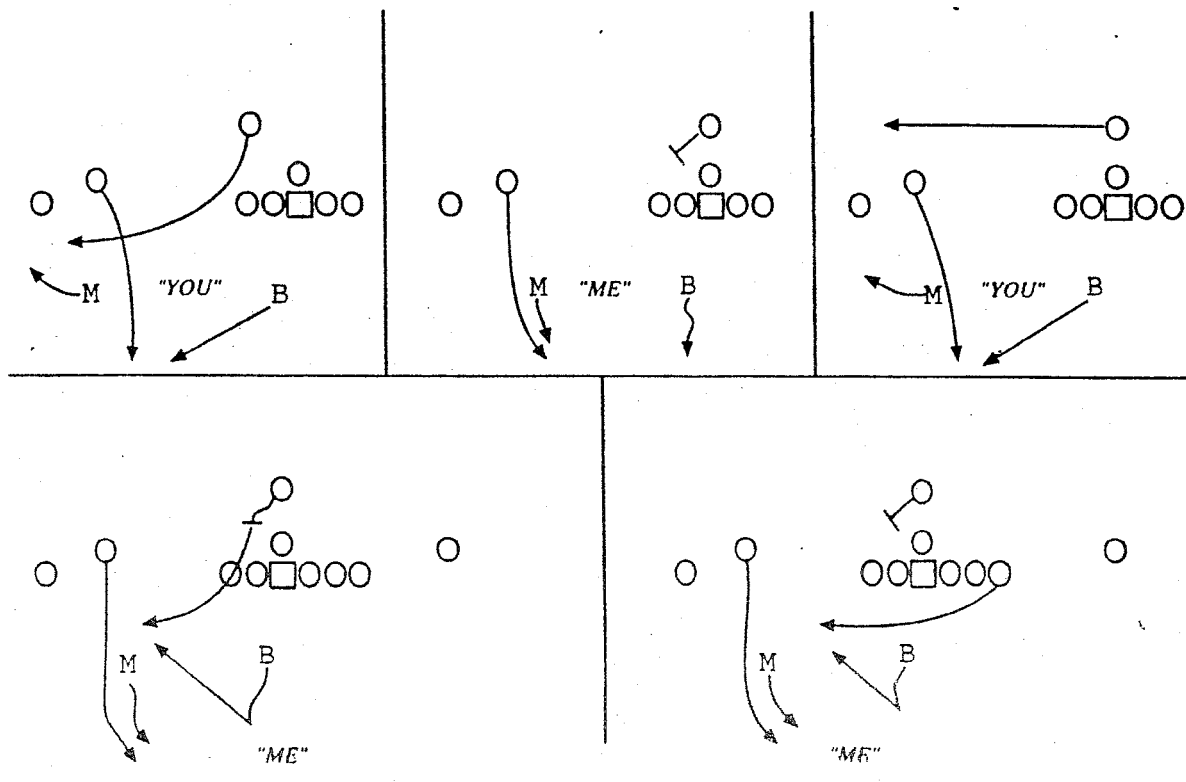
ALERT FLOOD

"ALERT FLOOD" IF #2 STRONG IS DISPLACED AND #3 IS AT HOME. THIS AFFECTS THE BUSTER PLAYER AND THE MIDDLE READ PLAYER. IF THE FLOOD OCCURS, THEN THE BUSTER MAN TAKES THE VERTICAL AND THE MIDDLE READ MAN TAKES THE SHALLOW CROSSING ROUTES INTO BUSTER SIDE.



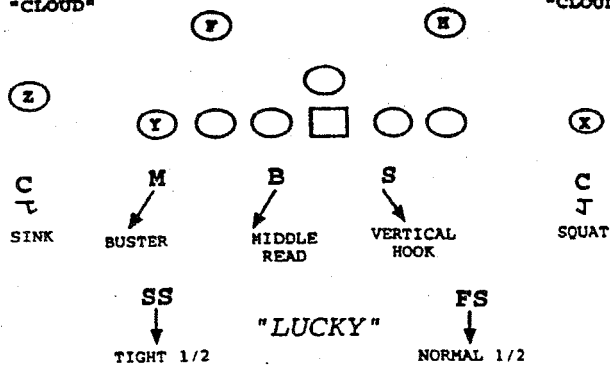
ZEB CALL

WHEN #2 ON THE BUSTER SIDE IS DISPLACED FAR AWAY FROM #3, WE MAKE A ZEB CALL. THIS MEANS THE BUSTER MAN SLIDES INSIDE OF #2 AND READS #3 RELEASE. IF #3 RELEASES QUICK ON OUTSIDE ROUTE (FLAT, FLARE) BUSTER MAN TAKES IT AND MIDDLE READ PLAYS #2 VERTICAL. IF #3 DELAYS OR STAYS IN THE BUSTER MAN TAKES VERTICAL ROUTE OF #2 AND MIDDLE READ STAYS OVER #3 AND MUST TAKE ANY ROUTE TO THE FLAT INTO THE BUSTER SIDE.

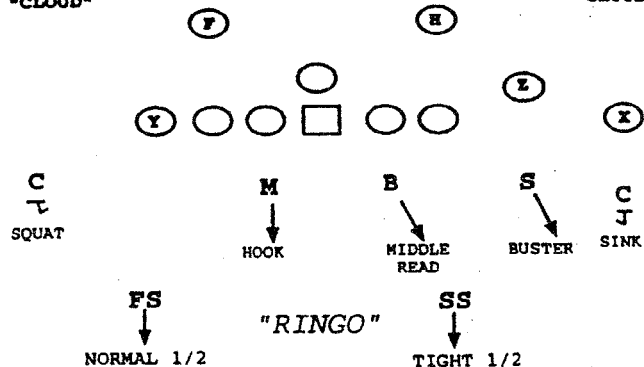


LOAD 52

"CLOUD"



"CLOUD"



POSITION	ALIGNMENT	KEY	RUN RESPONSIBILITY	PASS RESPONSIBILITY
MAC & STACK	ALIGN LEFT AND RIGHT	BACKS TO TACKLE	DEPENDS ON FRONT	LUCKY = MAC - BUSTER STACK - VERT. HOOK RINGO = MAC - VERT. HOOK STACK - BUSTER
BUCK	DEPENDS ON THE FRONT			MIDDLE READ
SINK CORNER	ALIGN ON #1 STRONG	THRU #2 TO QB TO WR	RUN TO: FORCE RUN AWAY: ARC	PLAY SINK TECHNIQUE ON #1 RECEIVER
STRONG SAFETY	2 DEEP ALIGNMENT X 12 YDS	THRU #2 X 12 YDS	RUN TO: SECONDARY FORCE RUN AWAY: PURSUIT	TIGHT 1/2 CP BE PREPARED TO HOLD ON ANY INSIDE VERTICAL ROUTE BY A CORE RECEIVER
FREE SAFETY	2 DEEP ALIGNMENT X 12 YDS	THRU UNCOVERED LINEMAN TO BACKS	RUN TO: SECONDARY FORCE RUN AWAY: PURSUIT	NORMAL 1/2 CP KEY FOR INSIDE VERTICAL THEN EXPAND TO #1
SQUAT CORNER	ALIGN ON #1 WEAK	THRU #2 TO QB TO WR	RUN TO: FORCE RUN AWAY: ARC	PLAY SQUAT TECHNIQUE COLLISION AND FUNNEL #1 THEN REACT TO ANY 2ND THREAT



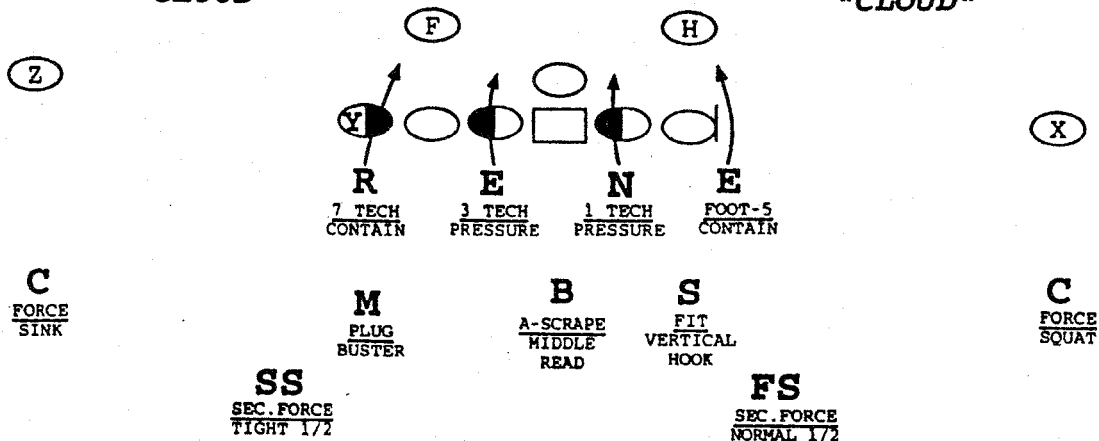
SPLIT LEFT

LOAD SHADE 52

"LEO"
"LUCKY"

"CLOUD"

"CLOUD"



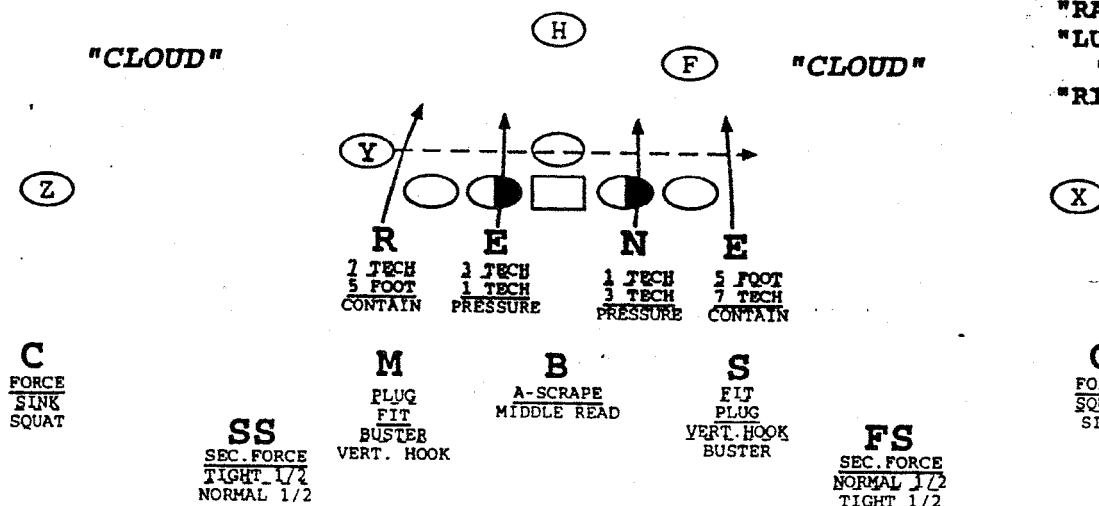
FAR I LEFT/ Y-MOTION

LOAD SHADE 52

"LEO" TO
"RANDY"
"LUCKY"
TO
"RINGO"

"CLOUD"

"CLOUD"



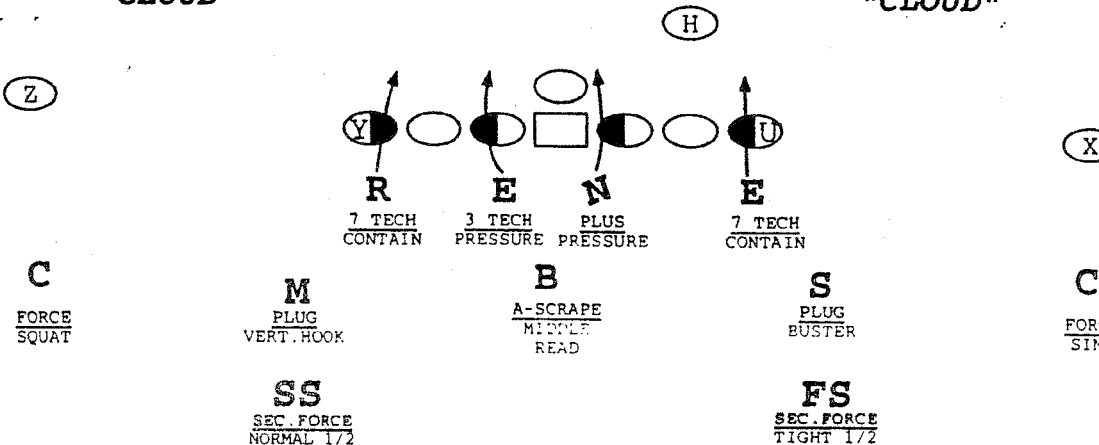
ACE FAR LEFT

LOAD OVER 52

"LEO"
"RINGO"

"CLOUD"

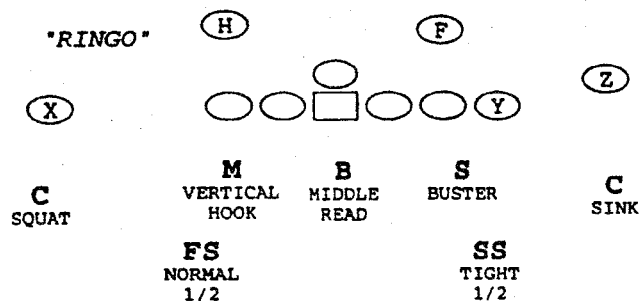
"CLOUD"



LOAD 52

"CLOUD"

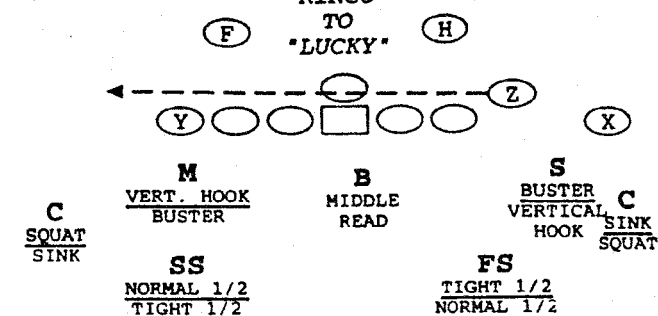
"CLOUD"



"CLOUD"

"RINGO"
TO
"LUCKY"

"CLOUD"

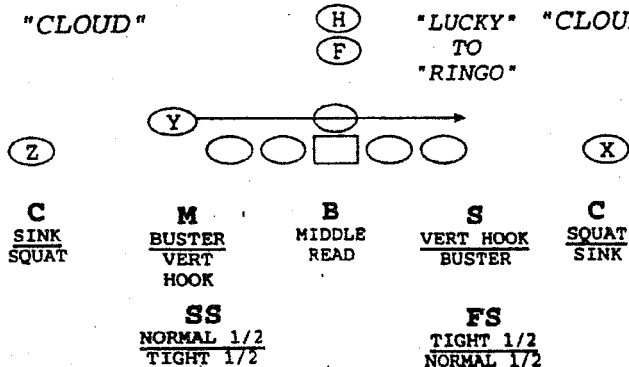


LEFT/H-CRACK

NEAR LT/H-CRACK

"CLOUD"

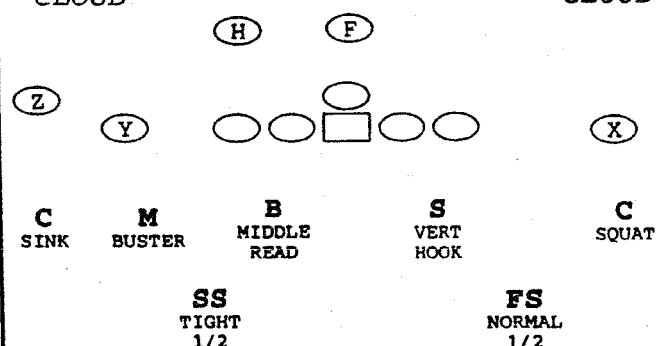
"LUCKY"
TO
"RINGO"



"CLOUD"

"LUCKY"

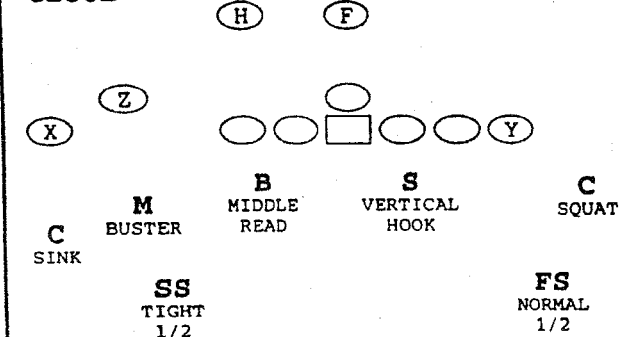
"CLOUD"



"CLOUD"

"LUCKY"

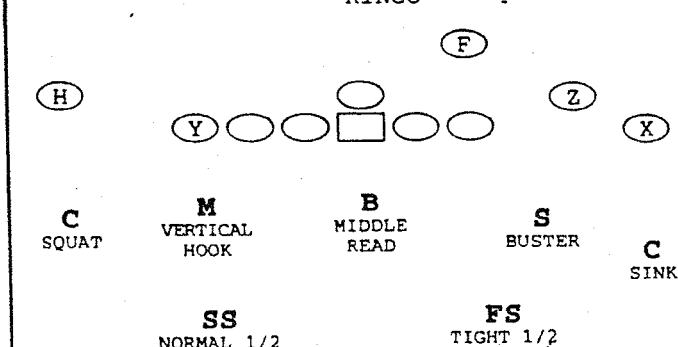
"CLOUD"



"CLOUD"

"RINGO"

"CLOUD"



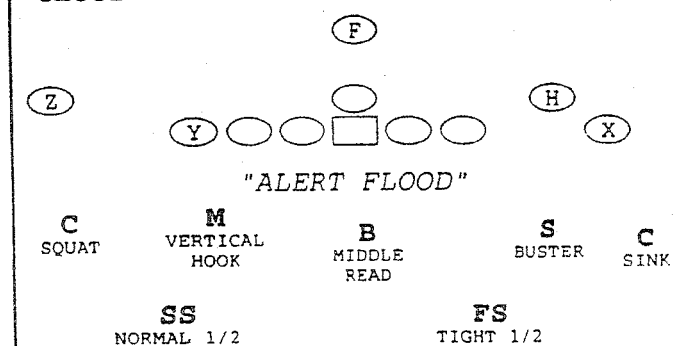
TWIN LEFT/H-CRACK

TWIN NEAR LT/H-CRACK

"CLOUD"

"RINGO"

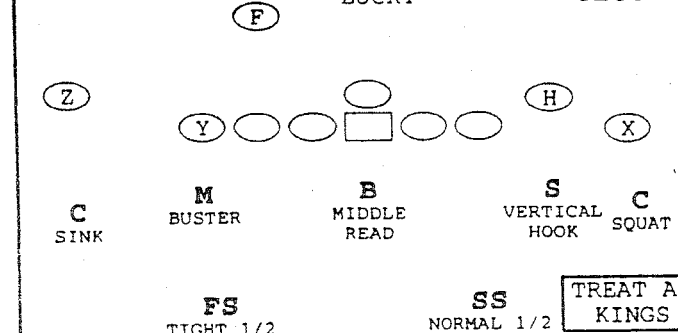
"CLOUD"



"CLOUD"

"LUCKY"

"CLOUD"



TREAT AS
KINGS



LOAD 52

<p>ACE TRIPS LEFT 1</p> <p>"CLOUD" "LUCKY" "CLOUD"</p> <p>SS TIGHT 1/2 FS NORMAL 1/2</p>	<p>ACE TRIPS LEFT 2</p> <p>"CLOUD" "LUCKY" "CLOUD"</p> <p>SS TIGHT 1/2 FS NORMAL 1/2</p>
<p>ACE TRIPS SLOT LT / Z-MOTION 3</p> <p>"CLOUD" "LUCKY" TO "RINGO" "CLOUD"</p> <p>SS TIGHT 1/2 FS NORMAL 1/2</p>	<p>TENS I HEAVY-LEFT / U-MOTION 4</p> <p>"CLOUD" "LUCKY" TO "RINGO" "CLOUD"</p> <p>SS TIGHT 1/2 FS NORMAL 1/2</p>
<p>KINGS LEFT 5</p> <p>"CLOUD" "LUCKY" "CLOUD"</p> <p>SS TIGHT 1/2 FS NORMAL 1/2</p>	<p>FLUSH FAR KINGS RT / Z-MOTION 6</p> <p>"CLOUD" "RINGO" TO "LUCKY" "CLOUD"</p> <p>SS TIGHT 1/2 FS NORMAL 1/2</p>
<p>KINGS FAR TRIPS RT / Y-2 7</p> <p>"CLOUD" "RINGO" TO "LUCKY" "CLOUD"</p> <p>SS TIGHT 1/2 FS NORMAL 1/2</p>	<p>QUEENS LEFT 8</p> <p>"CLOUD" "LUCKY" "CLOUD"</p> <p>SS TIGHT 1/2 FS NORMAL 1/2</p>

LOAD INDIAN 2 OR 3

AN ADJUSTABLE ZONE BLITZ OUT OF LOAD. VERSUS TWIN SETS AND 2 BACK SETS, WE WILL PLAY DEUCE. VERSUS TRIPS, WE WILL PLAY FIRE LT/RT TO THE TRIPS SIDE.

ALIGNMENTS

DEF. LINE : ALIGN IN BASE LOOK (CAN CHANGE BY GAME PLAN).
STACK / MAC : NORMAL ALIGNMENTS. ALIGN ON ANY #2 DISPLACED.
BUC : ALIGN IN MIDDLE AREA AND DROP ACCORDING TO COVERAGE.
CORNERS : ALIGN LEFT/RIGHT ON #1 RECEIVER AND STAY VS ALL MOTION.
SAFETIES : ALIGN STRONG AND WEAK AND STAY VS ALL MOTION.

RESPONSIBILITIES

ENDS: RUSH INSIDE OT IN ALL CALLS

DEUCE

BUC: MAKE "TACO RT/LT" CALL TO YOUR DROP SIDE. DROP TO DEUCE HOOK TO FIELD VS. FLUSH. AWAY FROM TE IN KINGS
DT AWAY FROM CALL: DROP TO DEUCE HOOK (ENGAGE) / A-GAP ON RUN
DT TO CALL: ENGAGE AND SPY BACK / A-GAP ON RUN
STACK / MAC : CONTAIN RUSH WITH SPILL TECHNIQUE VS RUN
CORNERS: PLAY SOFT SQUAT WITH FORCE ON RUN (KEY #2)
SAFETIES: PLAY KEY 1/2. SAFETY BE ALERT TO DT IN HOOK FOR VERTICAL ROUTES INSIDE (KEY #2).

FIRE LT / RT

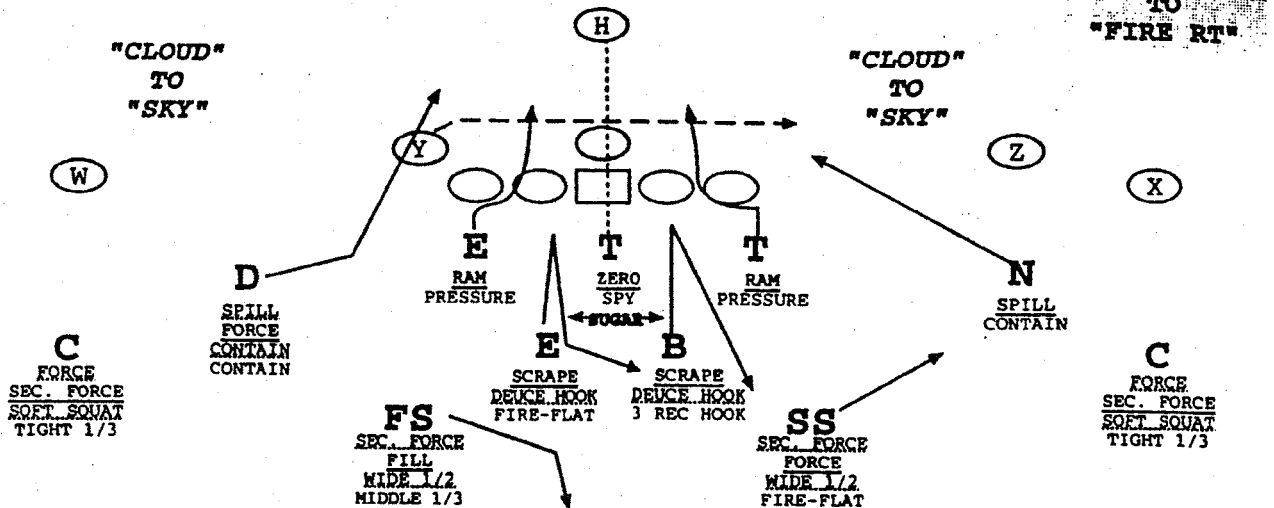
BUC : MAKE "TRIPLE RT/LT" CALL TO TRIPS, DROP TO 3 RECEIVER HOOK TOWARD THE TRIPS.
DT AWAY FROM CALL: ENGAGE & DROP TO SHALLOW HOOK, LOOKING FOR CROSSING ROUTES FROM TRIPS SIDE. IF YOU GET ONE BANG IT & CARRY IT. A-GAP ON RUN
DT TO CALL : ENGAGE AND SPY BACK. A-GAP ON RUN.
STACK / MAC : TO STRENGTH = SPILL/CONTAIN RUSH
AWAY FROM STRENGTH = FORCE/CONTAIN RUSH. READ RUSH ON OFF-SET BACK-FREE RELEASE. PEEL ON BACK AT HOME / AWAY SWING ROUTE TO YOU (2ND BACK).
CORNERS: FIRE ZONE 1/3
SAFETIES: FIRE/FLAT & FORCE TO STRONG SIDE MIDDLE 1/3 & FILL AWAY FROM STRENGTH

LOAD PACKAGE



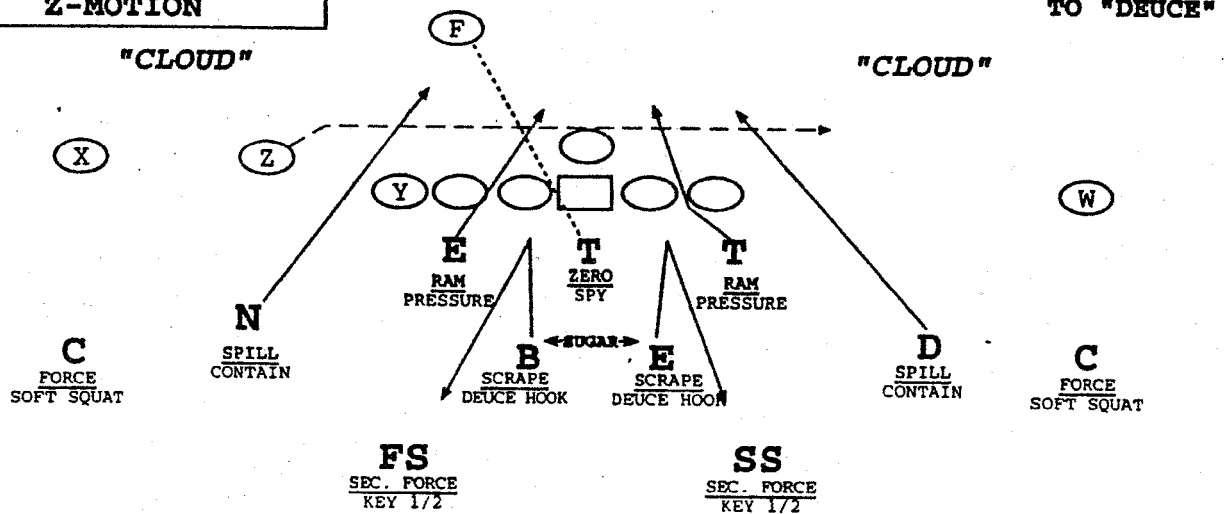
KINGS RT/ Y-OFF/ Y-3

MAGIC INDIAN 2/3



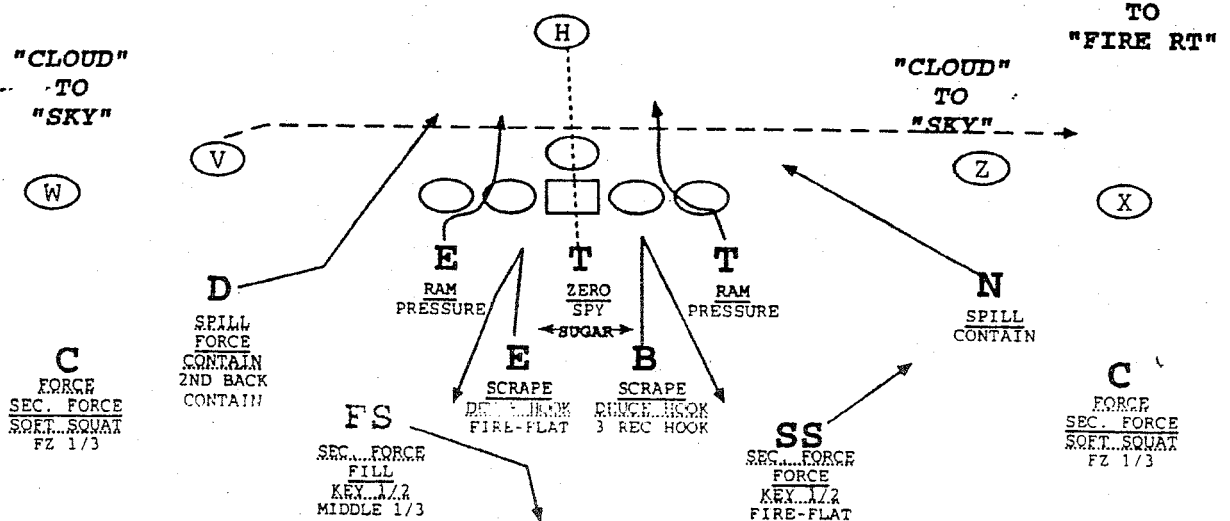
KINGS NEAR TRIPS LT/ Z-MOTION

MAGIC INDIAN 2/3



FLUSH RIGHT / V-3-Z

MAGIC INDIAN 2/3



NICKEL FIRE ZONE

A 5 MAN RUSH WHERE WE ARE PLAYING A 3 UNDER/3 DEEP FIRE ZONE COVERAGE. IT IS IMPORTANT TO GET MATCHED UP QUICKLY ON THE ROUTES. DISGUISE BY THE SAFETIES AND DIME IS IMPORTANT TO THE SUCCESS OF THE DEFENSE.

THE BACKER WILL MAKE A RT/LT CALL TO THE NICKELS ALIGNMENT TO INDICATE THE RUSH SIDE. MOTION WILL NOT CHANGE THE RT/LT CALL.

SAFETIES WILL MAKE A ROB/LEE CALL TO THE NICKEL'S ALIGNMENT WHICH WILL NOT CHANGE BY ANY MOTION.

ENDS : TO CALL - JET TO CONTAIN

AWAY FROM CALL - ENGAGE/3-RECEIVER HOOK
(SUGAR ON OT WHEN POSSIBLE)

TACKLES : TO CALL - LONG SCOOP INTO OPPOSITE A-GAP

AWAY FROM CALL - ENGAGE OG/WORK TO CONTAIN

SIZZLE STUNT WITH IT:

DT TO CALL = POST OG DOWN THE MIDDLE TO INSIDE
FOLD TO CONTAIN AWAY FROM THE CALL

DT AWAY FROM CALL = HIT A-GAP TO PRESSURE LANE

BACKER : BLITZ A- GAP TO CALL SIDE TIGHT OFF OF DT'S TAIL
(MAKE RT/LT CALL TO NICKEL'S ALIGNMENT)

SIZZLE STUNT = HIT B-GAP TIGHT TO THE INSIDE

NICKEL : BLITZ B-GAP TIGHT OFF OF ENDS TAIL
ALIGN ON #2 STRONG

DIME: ALIGN WEAK AND PLAY FORCE/FIRE-FLAT. BE SMART WITH
ALIGNMENT FOR DISGUISE OR BEST ZONE POSITION

STRONG SAFETY: 2 DEEP ALIGNMENT, FORCE/FIRE-FLAT

FREE SAFETY: 2 DEEP ALIGNMENT, FILL/MIDDLE 1/3

CORNERS: ALIGN LT/RT, SECONDARY FORCE/FIRE ZONE 1/3

DIME ZONE BLITZ



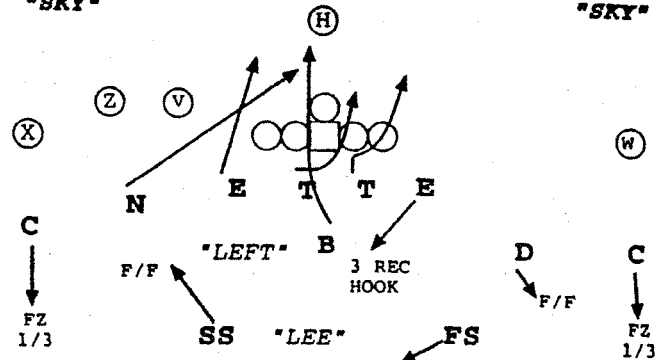
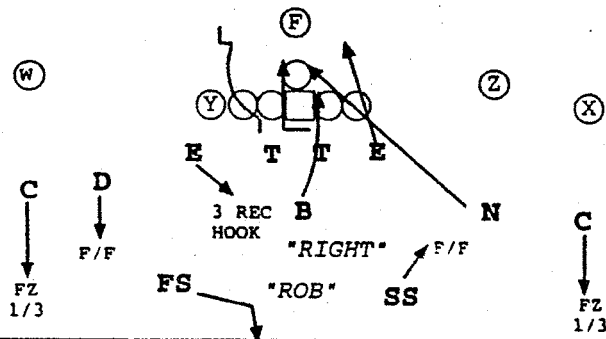
NICKEL FIRE ZONE

"SKY"

"SKY"

"SKY"

"SKY"



POSITION	ALIGNMENT	KEY	RUN RESPONSIBILITY		PASS RESPONSIBILITY
END TO CALL	RUSH POSITION	-BALL -TE -OT	RUN TO:	PLUG	JET TO CONTAIN
			RUN AWAY:	REVERSE	
END AWAY FROM CALL	7 TECH ALIGNMENT	-BALL -OT	RUN TO:	PLUG	ENGAGE & DROP TO 3 RECEIVER HOOK
			RUN AWAY:	PURSUIT	
TACKLE TO CALL	ON OG	- BALL - OC	RUN TO:	PURSUIT	LONG SCOOP TO OPPOSITE A-GAP
			RUN AWAY:	PURSUIT	
TACKLE AWAY FROM CALL	OUTSIDE SHADE ON OG	- OT	RUN TO:	B-GAP	ENGAGE TO CONTAIN.
			RUN AWAY:	PURSUIT	
BACKER	MIDDLE AREA	- BALL - OG	RUN TO:	A-GAP	CALL SIDE A-GAP OFF OF DT'S TAIL
			RUN AWAY:	PURSUIT	
NICKEL	ON #2 STRONG	- BALL - ONSIDE OL	RUN TO:	B-GAP(SPILL)	BLITZ-B OFF ENDS TAIL
			RUN AWAY:	PURSUIT	
DIME	ALIGN WEAK	- #2 - OT	RUN TO:	FORCE	FIRE-FLAT
			RUN AWAY:	REVERSE	
STRONG SAFETY	ALIGN STRONG 2 DEEP LOOK	- #2 - QB	RUN TO:	FORCE	FIRE-FLAT
			RUN AWAY:	REVERSE	
FREE SAFETY	ALIGN WEAK 2 DEEP LOOK	- UNCOVERED OL - QB	FILL		MIDDLE 1/3



PANTHERS DEFENSE
1997 TRAINING CAMP

MTG #6
PG 21

KINGS RT/Z-MOTION

NICKEL FIRE ZONE



"SKY"

"SKY"

(W)

(Z)

(X)

(Y)

E

T

T

E

D

FORCE
FIRE-FLAT

C

SEC.FORCE
FIRE ZONE
1/3

ENGAGE
3 REC.HOOK

B

BLITZ-A
PRESSURE

N

BLITZ-B
PRESSURE

C

SEC.FORCE
FIRE ZONE
1/3

FS

FILL
MIDDLE 1/3

SS

FORCE
FIRE-FLAT

SPLIT SLOT LEFT

NICKEL FIRE ZONE



"SKY"

"SKY"

(X)

(Z)

(H)

(F)

(Y)

E

T

T

E

N

BLITZ-B
PRESSURE

C

SEC.FORCE
FIRE ZONE
1/3

LONG
SCOOP
PRESSURE

ENGAGE
CONTAIN

ENGAGE
3 REC.HOOK

B

BLITZ A
PRESSURE

D

FORCE
FIRE-FLAT

SS

FORCE
FIRE FLAT

FILL
MIDDLE 1/3

FS

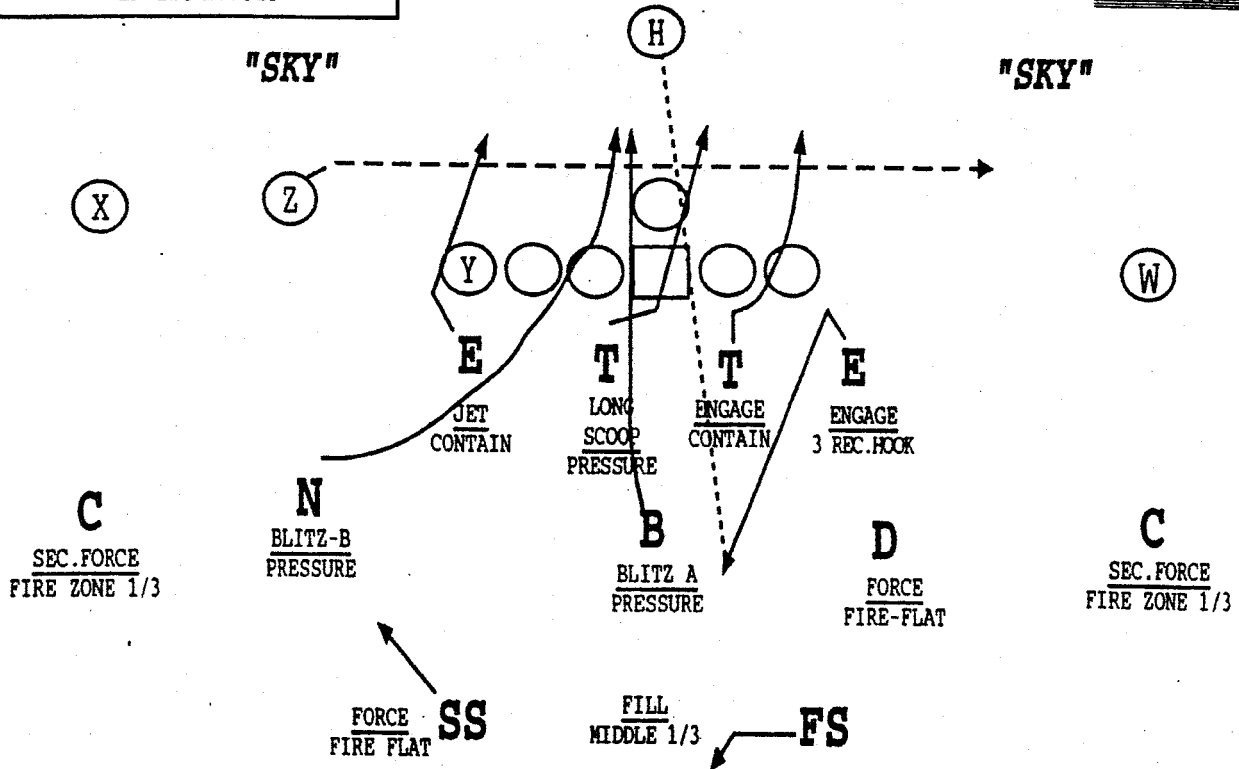
C

SEC.FORCE
FIRE ZONE 1/3



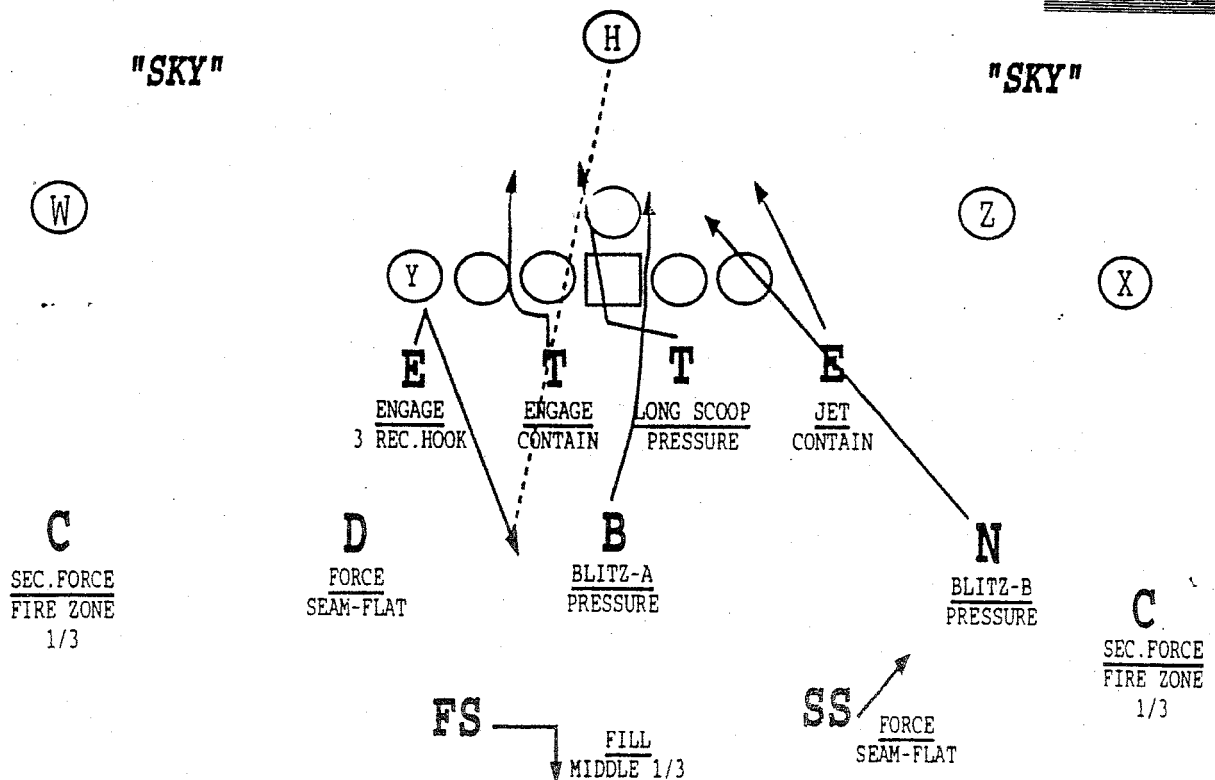
KINGS TRIPS LEFT/ Z-MOTION

NICKEL FIRE ZONE



KINGS RIGHT

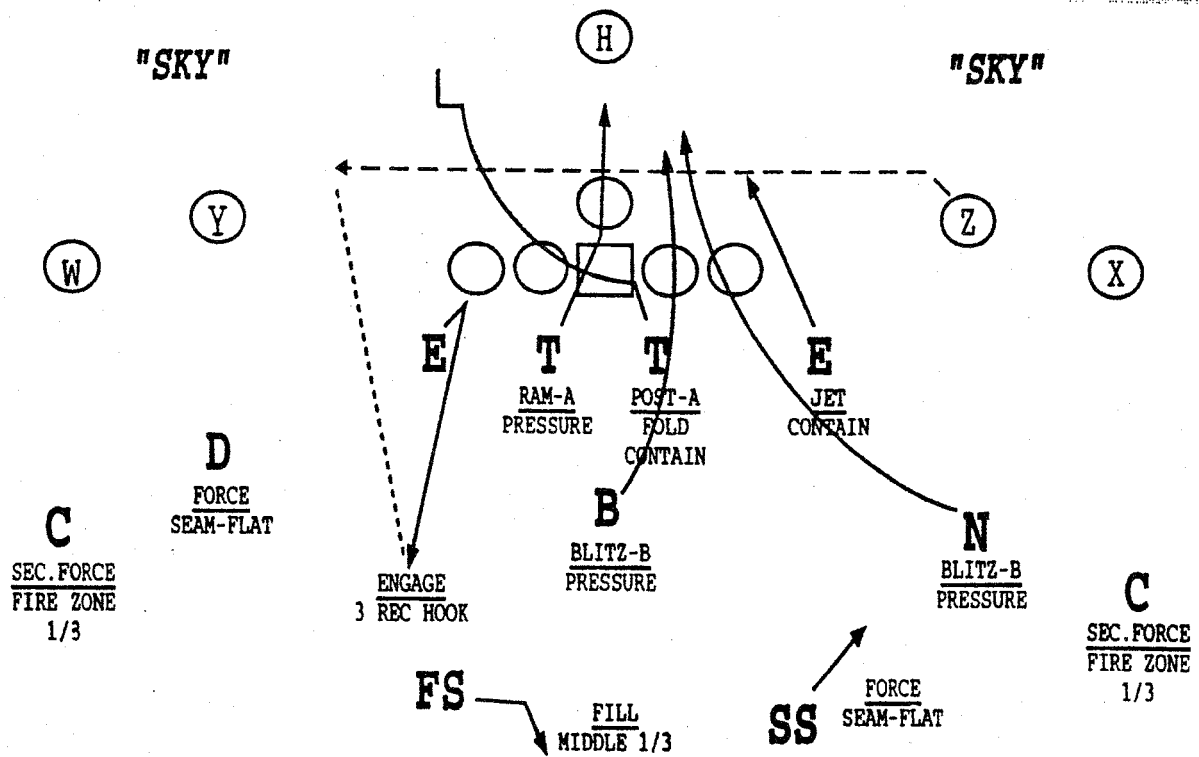
NICKEL FIRE ZONE



FLUSH RT / Z-MOTION

NICKEL SIZZLE FIRE ZONE

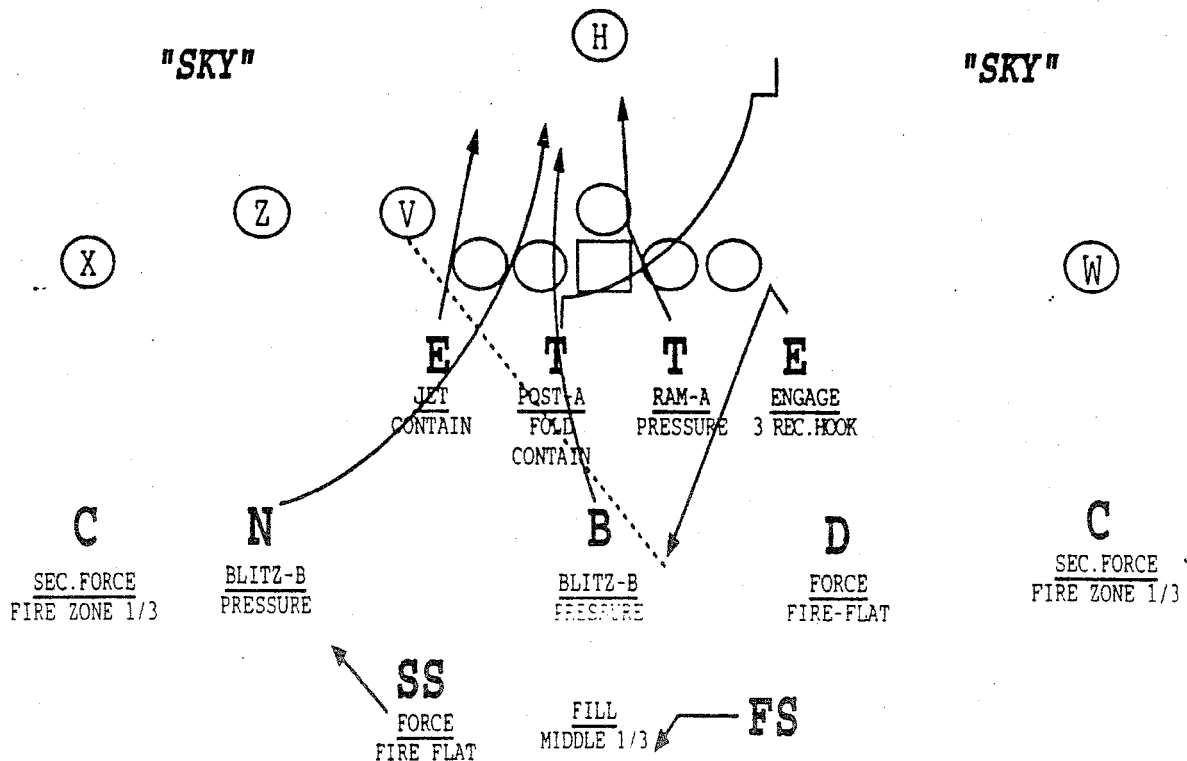
"RIGHT"
"ROB"



FLUSH TRIPS LEFT

NICKEL SIZZLE FIRE ZONE

"LEFT"
"LEE"



DIME 55 ADJUST

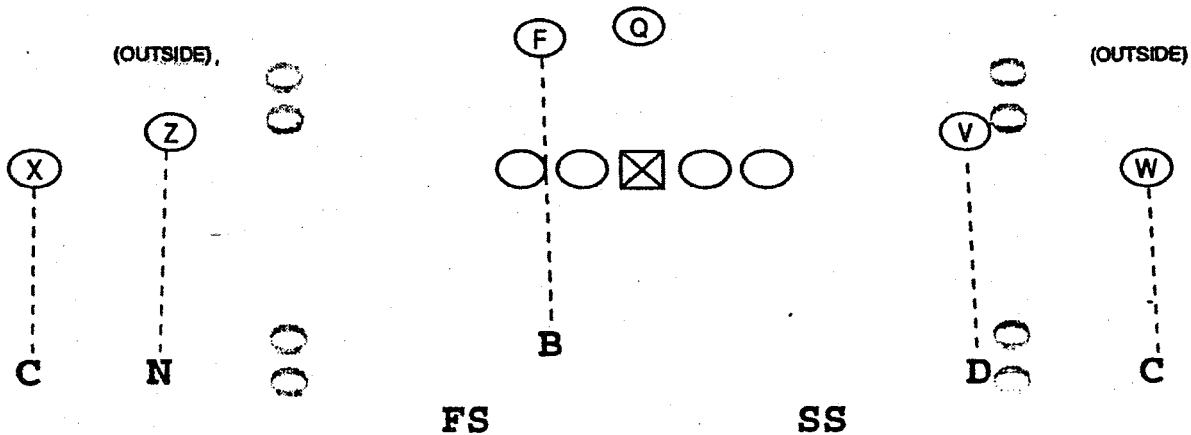
- PLAY (55) SILVER : BOTH #1 RECEIVERS OUTSIDE THE #'S
- PLAY (52) LUCKY/RINGO : ONE OR BOTH #1 RECEIVERS INSIDE THE #'S
- * ONCE CALL IS SET, ONLY A SHIFT CAN CHANGE IT. NO MOTION!

NOTE: ANY 2 INSIDE RECEIVER IN CLOSE PROXIMITY CHECK LUCKY/RINGO

FLUSH GUN NEAR LEFT

DIME 55 ADJUST

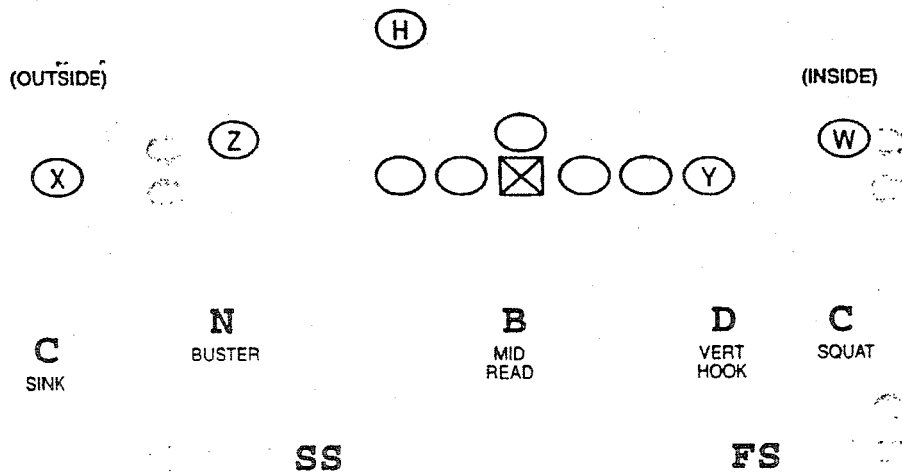
"SILVER"



KINGS FAR LEFT

DIME 55 ADJUST

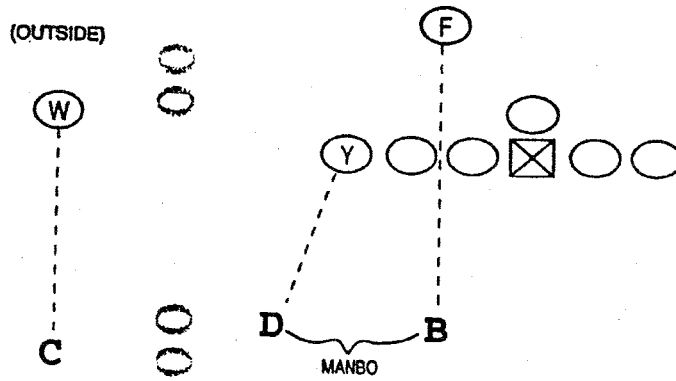
"LUCKY"



KINGS NEAR RT

DIME
55 ADJUST

"SILVER"



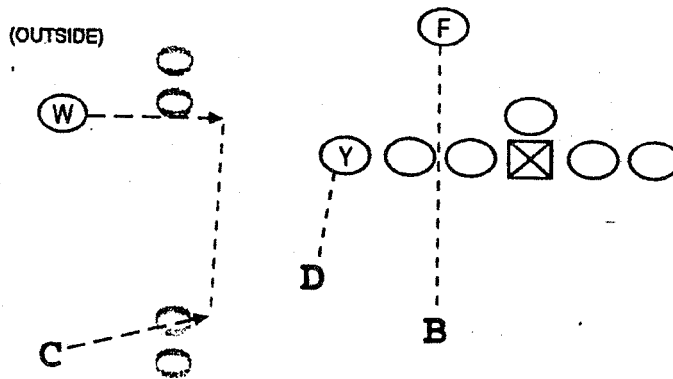
FS

SS

KINGS NEAR RT / W-IN

DIME
55 ADJUST

"SILVER"



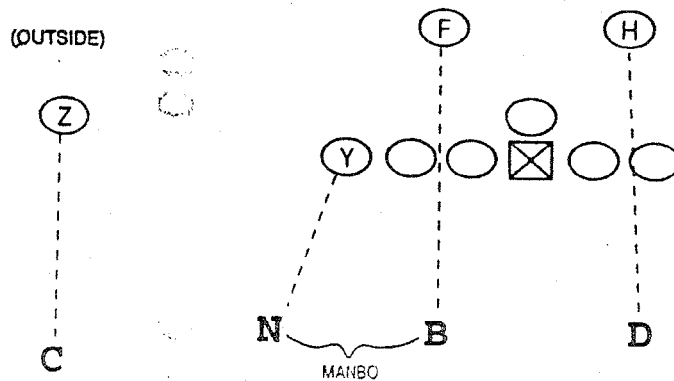
FS

SS

SPLIT LEFT

DIME
55 ADJUST

"SILVER"



FS

SS



1997 TRAINING CAMP

DEFENSE MTG #7

WILL 2 RED ZONE

A DOUBLE ROTATED ZONE WITH 2 DEEP AND 5 UNDER EMPLOYING A TIGHT COVERAGE ON RECEIVERS IN EACH ZONE BASED ON A READ OF ROUTE PROGRESSION. CORNERS WILL ALIGN RT/LT AND BUMP ALL MOTION. SAFETIES WILL ALIGN STRONG AND WEAK. 2 RED ZONE WILL BE PLAYED FROM THE -12 YARD LINE TO THE GOAL LINE. SAFETIES WILL PLAY WIDTH RATHER THAN DEPTH AND THE COVERAGE WILL PLAY MORE AS A 7 ACROSS ZONE.

SAM - BACKER FORCE ON RUN. SAM WILL EXECUTE A BUSTER TECHNIQUE AS HE ZONES THRU THE CURL AREA. ANY CORE RECEIVER THAT ATTEMPTS TO CROSS HIS FACE TO THE FLAT HE WILL MATCH UP ON. VERSUS SLOT SET ALIGN OUTSIDE OF #2 STRONG AND EXECUTE BUSTER TECHNIQUE. DO NOT ADJUST TO #2 IN A WIDE TRIPS

STRONG ILB - MIDDLE READ : WALL OFF #2 AND #3. BE PREPARED TO BREAK UP ON UNDERNEATH RECEIVER IF BOTH #2 AND #3 RUN INSIDE ROUTES.

WEAK ILB - VERTICAL HOOK : OPEN TO WEAK HOOK AND READ ROUTE OF #2 ON FLOW (FLOOD STRONG) MAN UP ON ANY SHALLOW CROSS INTO WEAK SIDE.

WILL - CONTAIN RUSH VERSUS PASS. 6 TECHNIQUE VERSUS RUN.

STRONG CORNER - ALIGN LT/RT AND BUMP ALL MOTION. ALWAYS ALIGNED ON #1 RECEIVER TO YOUR SIDE. EXECUTE SINK TECHNIQUE ON THE #1 RECEIVER TO YOUR SIDE. BE PREPARED TO PLAY THE FADE OR 7 ROUTE BY THE WR. DISGUISE AS MAN COVERAGE.

STRONG SAFETY - ALIGN STRONG AND PLAY A TIGHT 1/2 TECHNIQUE. KEY INSIDE FOR POTENTIAL VERTICAL ROUTE FROM #2 OR #3 STRONG. IF #2 AND #3 BOTH RUN INSIDE ROUTES THEN PLAY THE DEEPEST OF THE TWO RECEIVERS. IF #2 OR #3 GOES TO THE FLAT THEN WIDEN AND LOOK TO HELP INSIDE-OUT ON #1 RECEIVER. PLAY WIDTH NOT DEPTH. GET NO DEEPER THAN 4-5 YARDS IN END ZONE. IF #2 IS SPLIT FROM CORE, ALIGN INSIDE OF HIM.

FREE SAFETY - ALIGN WEAK AND PLAY 1/2 SPLITTING DIFFERENCE BETWEEN #1 AND #2. KEY INSIDE TO #2 WEAK FOR POTENTIAL VERTICAL ROUTE. IF NO VERTICAL THREAT THEN EXPAND TO #1 RECEIVER.

WEAK CORNER - ALIGN RT/LT AND BUMP ALL MOTION. ALWAYS ALIGN ON #1 RECEIVER TO YOUR SIDE. EXECUTE SQUAT TECHNIQUE. READ OUTSIDE AREA - #1 REC. AND CUSHION OFF WITH HIM KEEPING VISION INSIDE ON #2. IF #2 RELEASES TO THE FLAT, YOU MUST BREAK ON HIM. PLAY FADE ROUTE AND BREAK-UP ON ANY FLAT ROUTE.

NOTES:

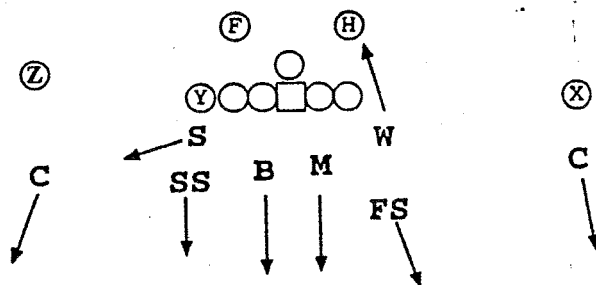
1. THERE IS NO CHANGE BACKER CALL IN WILL 2 R.Z.
2. BACKER FORCE TO STRONG SIDE / CLOUD FORCE TO WEAK SIDE
3. NO ALERT FLOOD

OKIE RED ZONE



WILL 2 RED ZONE

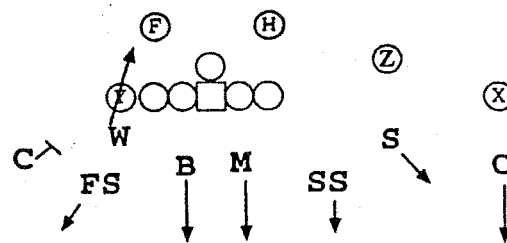
"BACKER"



"CLOUD"

"CLOUD"

"BACKER"



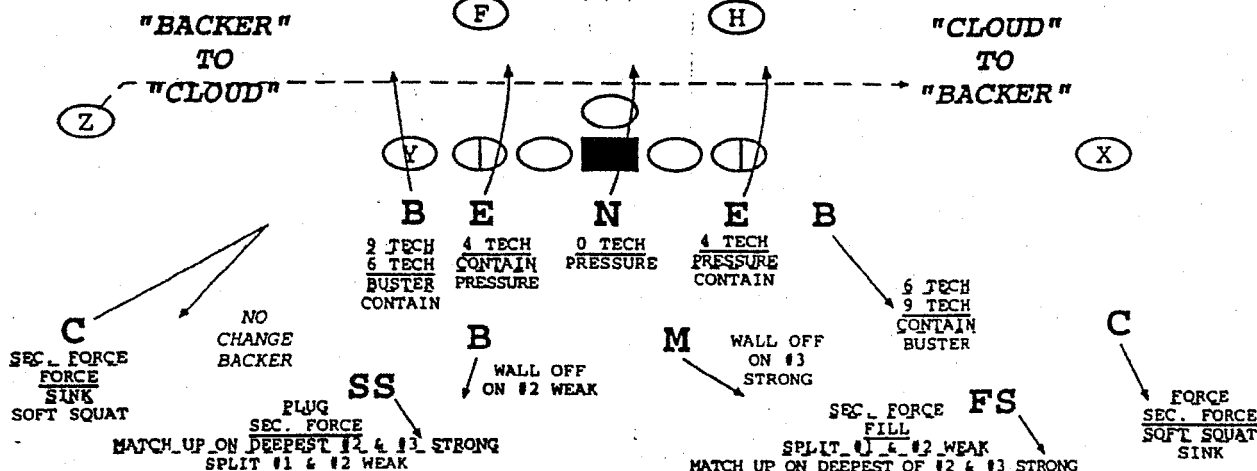
POSITION	ALIGNMENT	KEY	RUN RESPONSIBILITY	PASS RESPONSIBILITY
SAM	9 TECHNIQUE	TE TACKLE GUARD NEAR BACK	RUN TO: FORCE RUN AWAY: REVERSE	BUSTER TECH-ZONE CURL & MATCH ON ANY CORE RECEIVER CROSSING FACE * DO NOT DISPLACE TO WIDE TRIPS. COMBO Y IN THIS SITUATION
STRONG INSIDE BACKER	HEAD UP ON GUARD 3 1/2-4 YDS DEEP	THRU GUARD TO NEAR BACK	BASED ON FRONT CALL	STRONG HOOK CP - READ PATTERNS OF #2/#3
WEAK INSIDE BACKER	HEAD UP ON GUARD 3 1/2-4 YDS DEEP	THRU GUARD TO NEAR BACK	BASED ON FRONT CALL	WEAK HOOK CP - OPEN TO WEAK HOOK & READ PATTERN OF #2 CP - BE ALERT FOR FLOW PICK-UPS
WILL	6 TECHNIQUE	TE TACKLE GUARD NEAR BACK	RUN TO: PLUG RUN AWAY: PURSUIT	CONTAIN RUSH
STRONG CORNER	OUTSIDE OR INSIDE BY SPLIT	THRU #2 TO BACKS	RUN TO: SECONDARY FORCE RUN AWAY: ARC	SINK TECHNIQUE CP - SQUAT FOOTWORK UNLESS WIDE SPLIT THEN SLAM CP - SINK WITH #1 OUTSIDE/IN
STRONG SAFETY	2 YDS OUTSIDE NORMAL Y	THRU #2 TO BACKS	RUN TO: PLUG RUN AWAY: CUTBACK/ PURSUIT	TIGHT 1/2 CP - DROP POINT IS 3 YDS INSIDE NUMBERS CP - KEY CORE RECEIVERS FOR VERTICAL STRETCH CP - 'ZONE IT' VS WIDE TRIPS
FREE SAFETY	HEAD ON WEAK TACKLE	THRU UNCOVERED LINEMAN TO BACK	RUN TO: SECONDARY FORCE RUN AWAY: FILL	NORMAL 1/2 CP - DROP POINT IS 3 YDS INSIDE NUMBERS CP - KEY #2 WEAK
WEAK CORNER	OUTSIDE SHADE	THRU TACKLE	RUN TO: FORCE RUN AWAY: ARC	SQUAT CP - READ OFF OUTSIDE #1 KEEP VISION ON #2



**SPLIT LEFT
Z MOTION**

**TITE WILL 2
RED ZONE**

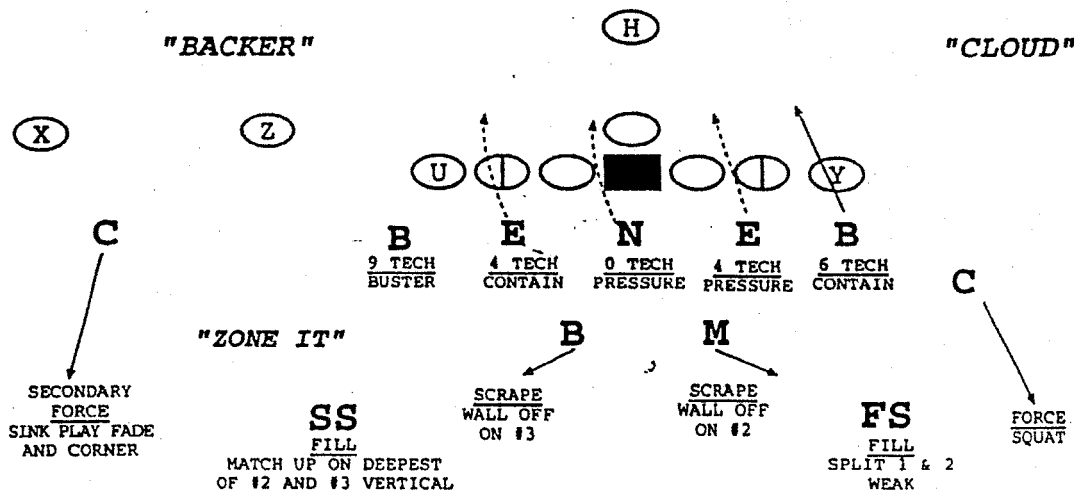
**"RIP" TO "LIZ"
"GOLD LT" TO "GOLD RT"**



ACE TRIPS SLOT LEFT

**TITE WILL 2
RED ZONE**

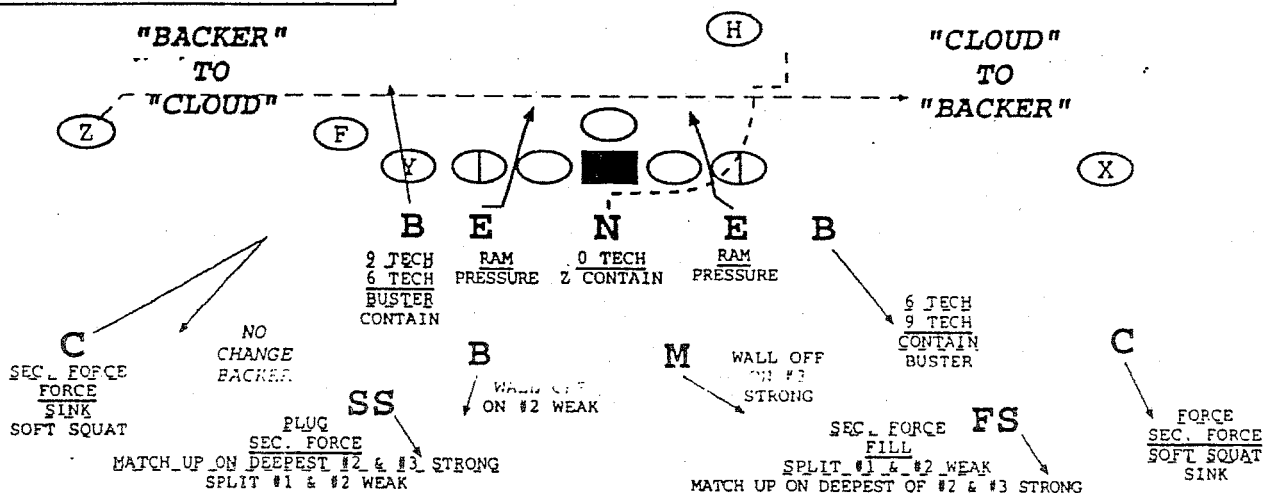
**"RIP"
"GOLD LEFT"**



**TRIPS LEFT/ F-WING/
Z MOTION**

RAM Z WILL 2

**"RIP" TO "LIZ"
"GOLD LT" TO "GOLD RT"**



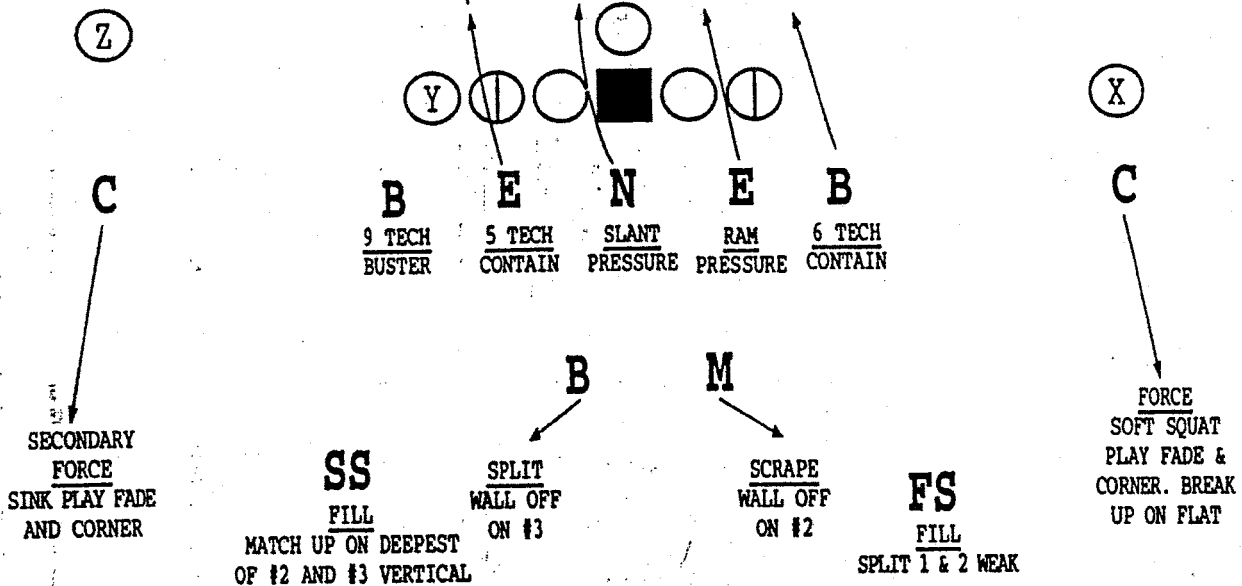
I LEFT

**WEAK SLANT
WILL 2 RED ZONE**

REPLY TO "HITZ"

"BACKER"

"CLOUD"



**I LEFT
Z MOTION**

**WEAK SLANT
WILL 2 RED ZONE**

REPLY TO "HITZ"
"CLOUD" TO "BACKER"

"BACKER"

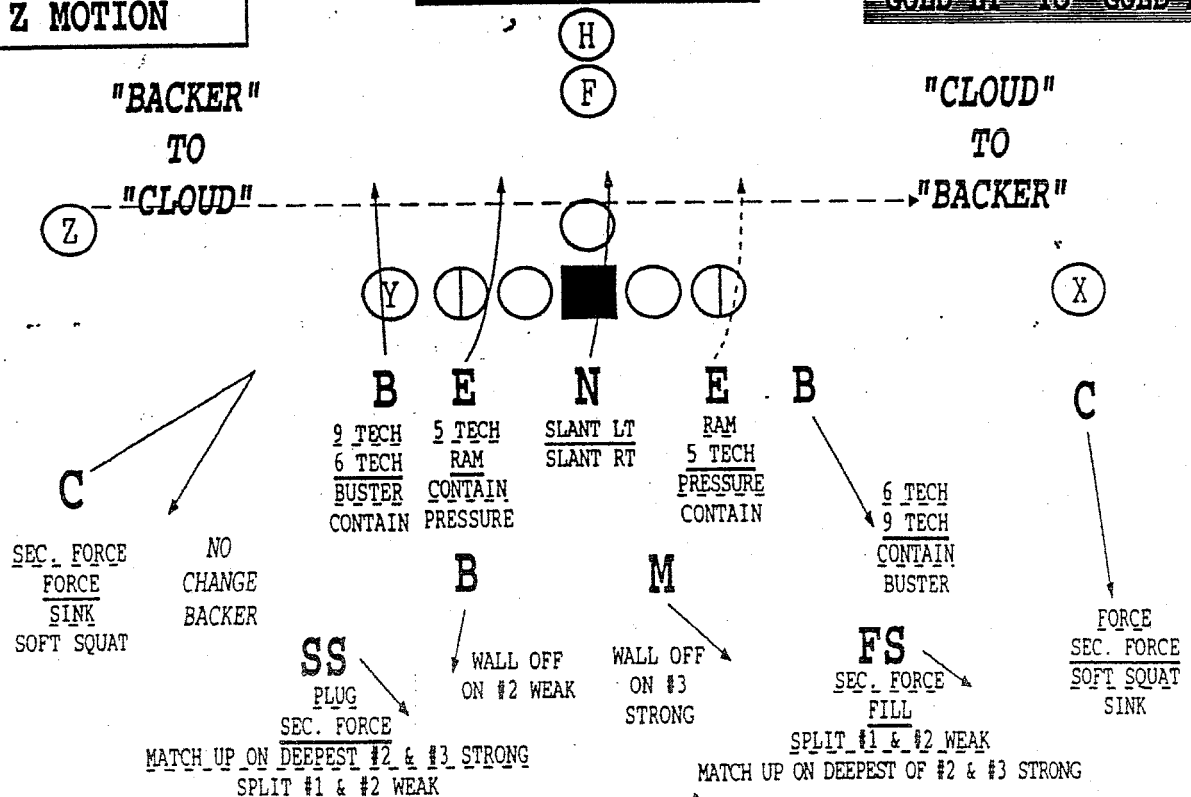
TO

"CLOUD"

"CLOUD"

TO

"BACKER"



WILL 2 RED ZONE

(STATIC ADJUSTMENTS)

SPLIT LEFT "BACKER" 	1 "CLOUD" 	TWIN LEFT "BACKER" 	2 "CLOUD" 	TRIPS LEFT "BACKER" 	3 "CLOUD"
SPLIT SLOT LEFT "BACKER" 	4 "CLOUD" 	TWIN SLOT LEFT "BACKER" 	5 "CLOUD" 	TRIPS SLOT LEFT "BACKER" 	6 "CLOUD"
TWIN LEFT/H-CRACK "CLOUD" 	7 "BACKER" 	TWIN LEFT/H-WIDE "CLOUD" 	8 "BACKER" 	TWIN SLOT LEFT/H-WIDE "BACKER" 	9 "CLOUD"
TRIPS LEFT/H-CRACK "BACKER" 	10 "CLOUD" 	TRIPS LEFT/H-WIDE "BACKER" 	11 "CLOUD" 	TRIPS SLOT LEFT/H-WIDE WEAK "BACKER" 	12 "CLOUD"
SPLIT LEFT/Y WIDE "BACKER" 	13 "CLOUD" 	TRIPS LEFT/Y CRACK "BACKER" 	14 "CLOUD" 	SPLIT SLOT LEFT/Y WIDE "BACKER" 	15 "CLOUD"
ACE LEFT "BACKER" 	16 "CLOUD" 	ACE TRIPS SLOT LEFT/U-WIDE "BACKER" 	17 "CLOUD" 	ACE TRIPS SLOT LEFT "BACKER" 	18 "CLOUD"
KINGS LEFT "BACKER" 	19 "CLOUD" 	KINGS TRIPS LEFT "BACKER" 	20 "CLOUD" 	KINGS TRIPS SPEED LEFT "BACKER" 	21 "CLOUD"
QUEENS LEFT "BACKER" 	22 "CLOUD" 	1 LEFT/Y-TREY-Q "BACKER" 	23 "CLOUD" 	TWIN SLOT LEFT/H-WIDE/Z-DEUCE-F "BACKER" 	24 "CLOUD"



WILL 2 RED ZONE

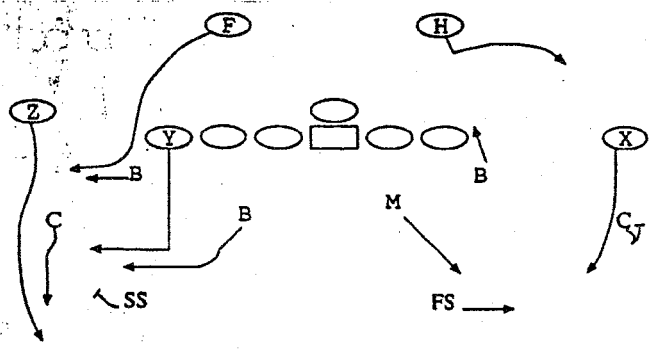
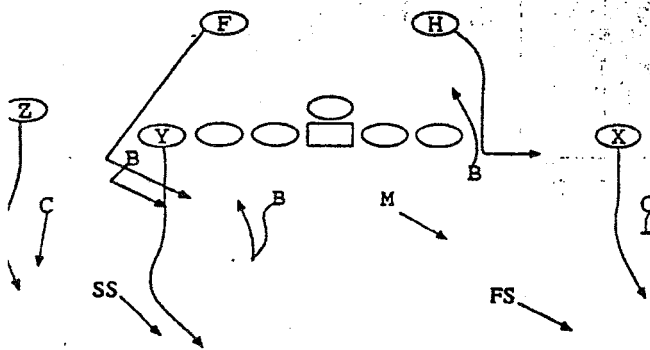
(MOTION ADJUSTMENTS)

SPLIT LEFT/Z-MOTION *CLOUD* 	1 *BACKER* 	2 *CLOUD* 	3 *CLOUD*
SPLIT SLOT LEFT/Z-MOTION *CLOUD* 	4 *BACKER* 	5 *CLOUD* 	6 *CLOUD*
I LEFT/Y-OFF/Y-MOTION *CLOUD* 	7 *BACKER* 	8 *CLOUD* 	9 *BACKER*
SPLIT LEFT/Y OFF/ Y YOYO *BACKER* 	10 *CLOUD* 	11 *BACKER* 	12 *BACKER*
ACE LEFT/Z-MOTION *CLOUD* 	13 *BACKER* 	14 *CLOUD* 	15 *BACKER*
ACE SLOT LEFT/Z-MOTION *CLOUD* 	16 *BACKER* 	17 *CLOUD* 	18 *BACKER*
KINGS LEFT/Z-MOTION *CLOUD* 	19 *BACKER* 	20 *CLOUD* 	21 *CLOUD*
QUEENS LEFT/Z-MOTION *CLOUD* 	22 *BACKER* 	23 *BACKER* 	24 *BACKER*

WILL 2 RED ZONE

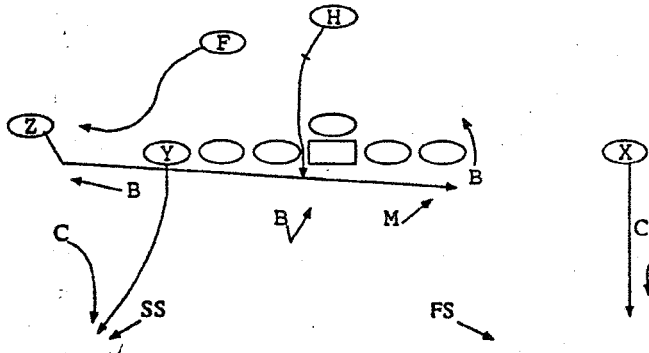
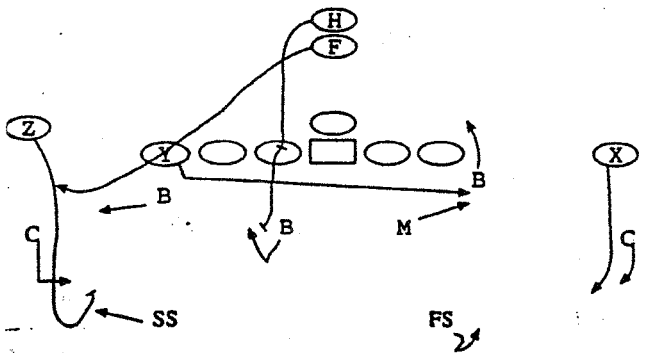
SPLIT LT (2-2-3 INSIDE)

SPLIT LT (2-2-3 OUTSIDE)



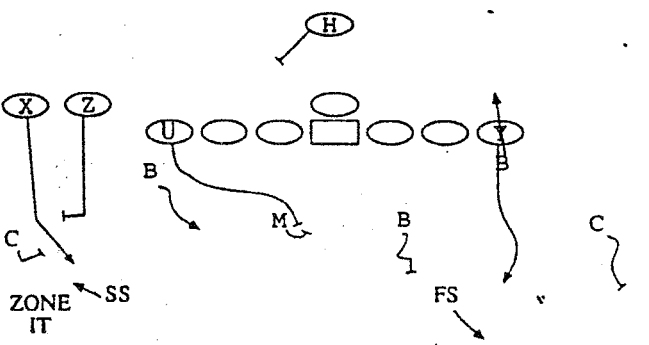
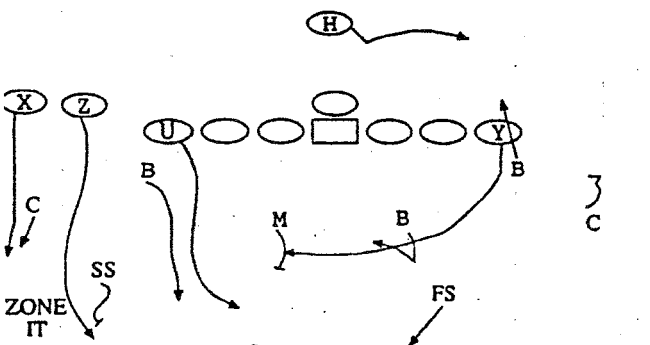
SPLIT LT (FLOOD STRONG)

LINEAR LT (FLOOD STRONG)



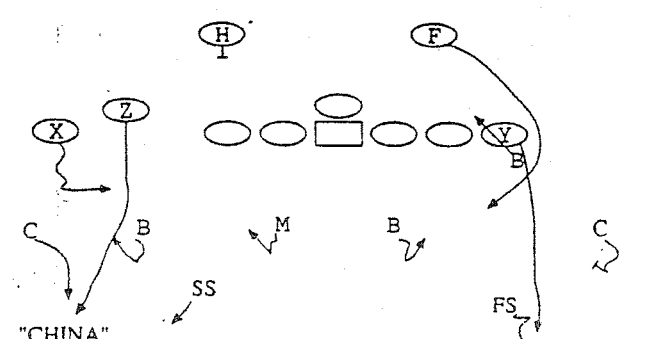
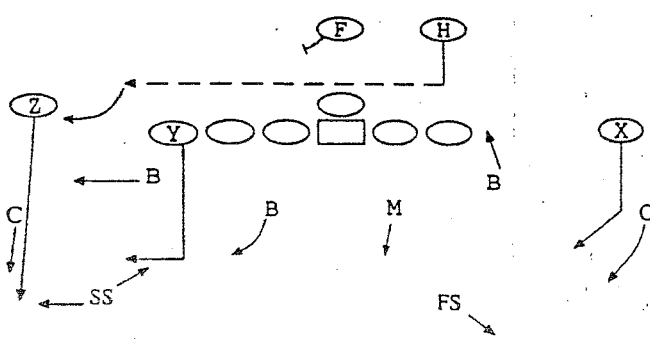
ACE TRIPS SLOT LT

ACE TRIPS SLOT LT



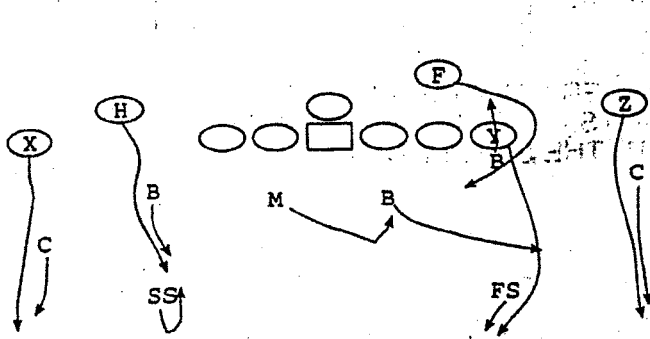
FAR LT (MOTION TO TRIPS)

SPLIT SLOT LT (CHINA / 7)

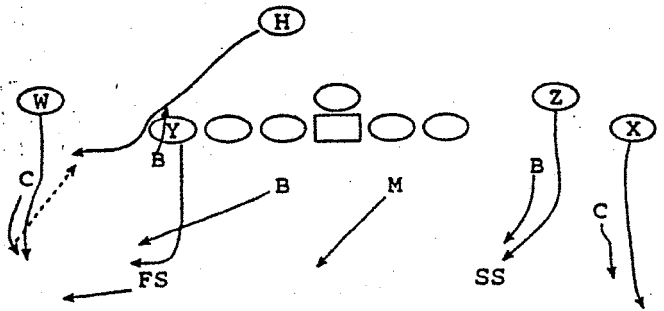


WILL 2 RED ZONE

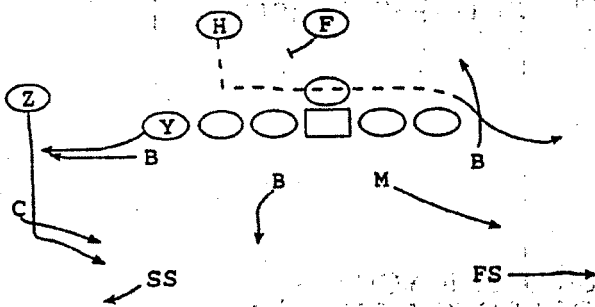
TWIN NEAR RT / CRACK (FLOOD WEAK)



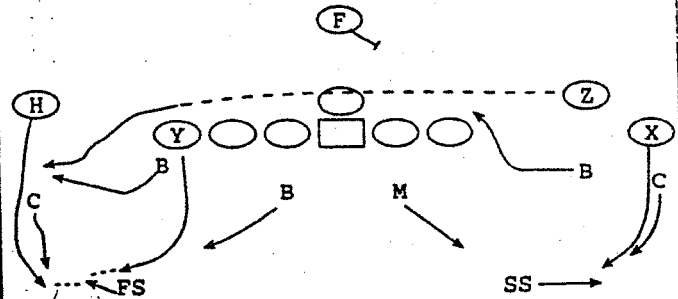
TWIN NEAR RT / RT (FLOOD WEAK)



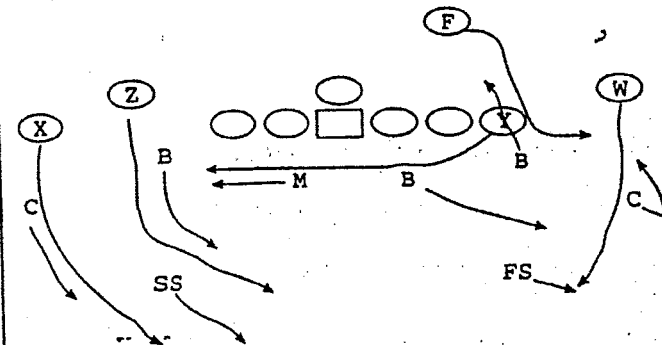
NEAR LT / H-2 (G/L-2 ROUTE COMBO)



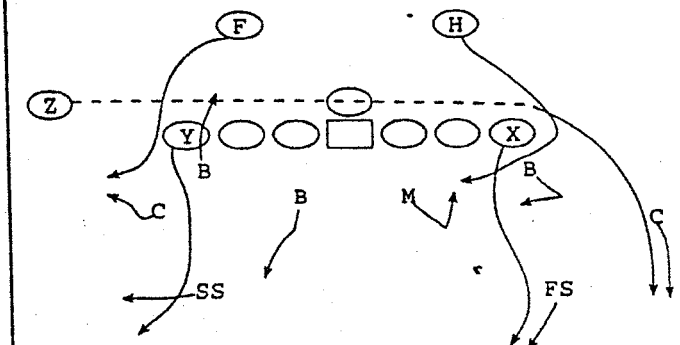
TWIN (SLOT RT) MOTION TO TRIPS



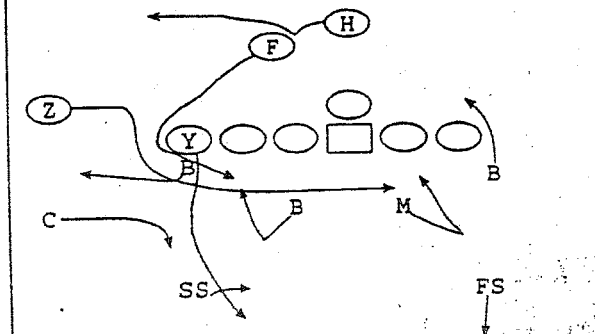
RINGS NEAR LT (FLOOD WEAK)



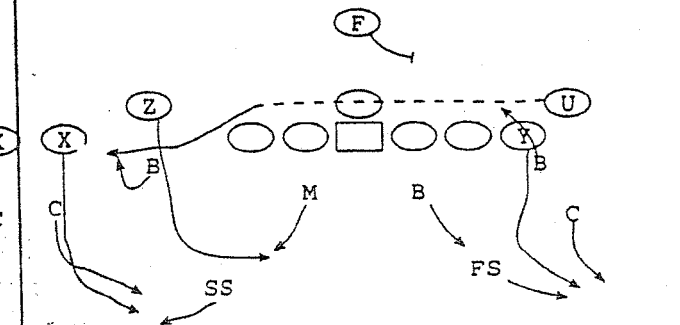
SPLIT LT / X-RT / Z-MOT (2-1-3 INSIDE)



NEAR LT / Z-IN (FLOOD STRONG)



AGE SLOT LT / U-3 (3 FLAT, 2 INSIDE)



OPEN 7 COMBO

D-LINE AND LINEBACKERS

PLAYS THE SAME AS OPEN - 7 FOR THE LINEBACKERS AND DEFENSIVE LINE. LBER'S MUST BE AWARE THAT THERE IS NO SAFETY IN THE MIDDLE OF THE FIELD, WE WILL BE DOUBLING A WR WITH THE SAFETY NOT ASSIGNED A MAN.

SAFETIES

SAFETIES WILL USE SAME OPEN - 7 RULES FOR COVERAGE SAFETY AND MIDDLE 1/3 SAFETY. WITH THE SAFETY WHO IS NORMALLY IN THE MIDDLE 1/3, WE WILL DOUBLE A WR. IF A WR GOES IN MOTION, WE WILL USE NINER ADJUSTMENTS AND "CONNIE" THE WR IN MOTION. WHEN THERE IS MOTION THAT CHANGES THE SAFETIES RESPONSIBILITIES, THE NEW SAFETY THAT IS FREE WILL PICK-UP THE INSIDE HALF OF THE "CUT" OR "CONE" ALREADY IN PLACE TO THE DESIGNATED WR.

CORNERS

CORNERS PLAY THE SAME AS OPEN 7 FOR MAN PICK-UPS. IF YOU ARE PART OF A "CONE" OR "CUT," PLAY THE OUTSIDE 1/2 OF A DOUBLE ON YOUR MAN. IF YOUR MAN GOES IN MOTION ACROSS THE BALL, YOU WILL BE THE INSIDE 1/2 OF A "CONNIE" DOUBLE ON YOUR MAN. IF YOU ARE NOT PART OF A DOUBLE, YOU MUST REALIZE THERE IS NO SAFETY IN THE MIDDLE.

CUT	=	DOUBLE OF A #1. SAFETY INSIDE, COVER GUY OUTSIDE
CONE	=	DOUBLE OF A #2. SAFETY INSIDE, COVER GUY OUTSIDE
CONNIE	=	DOUBLE OF A WR IN MOTION ACROSS THE BALL. SAFETY OUTSIDE, COVER GUY INSIDE

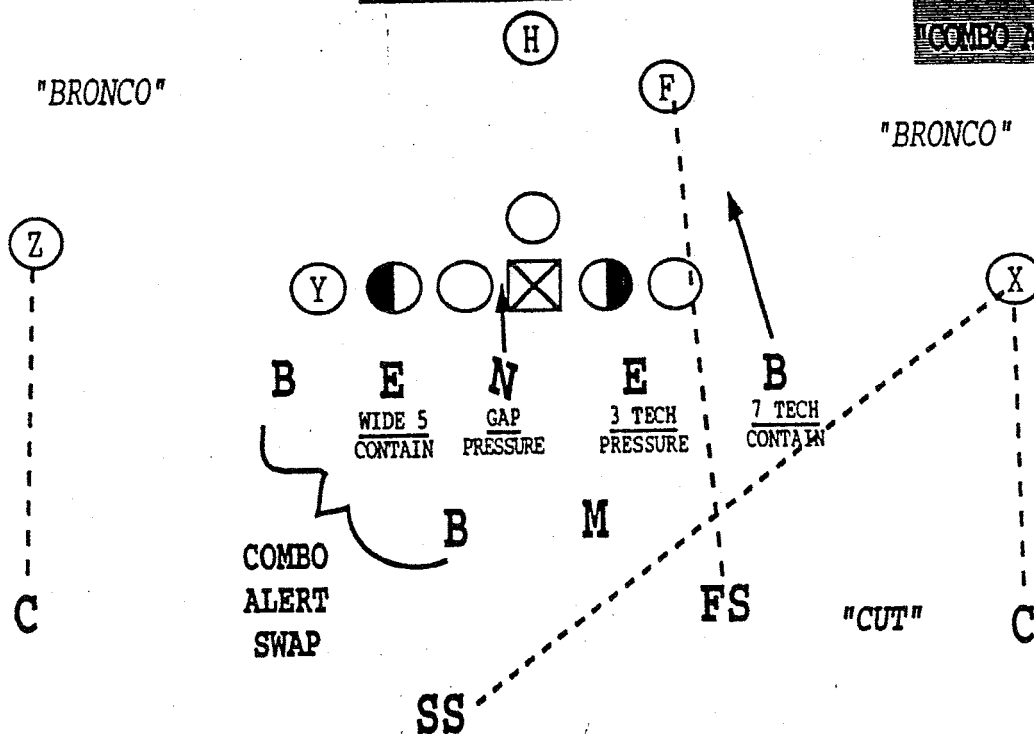
OKIE RED ZONE PACKAGE



FAR I LEFT

EAGLE WIDE
OPEN 7 COMBO

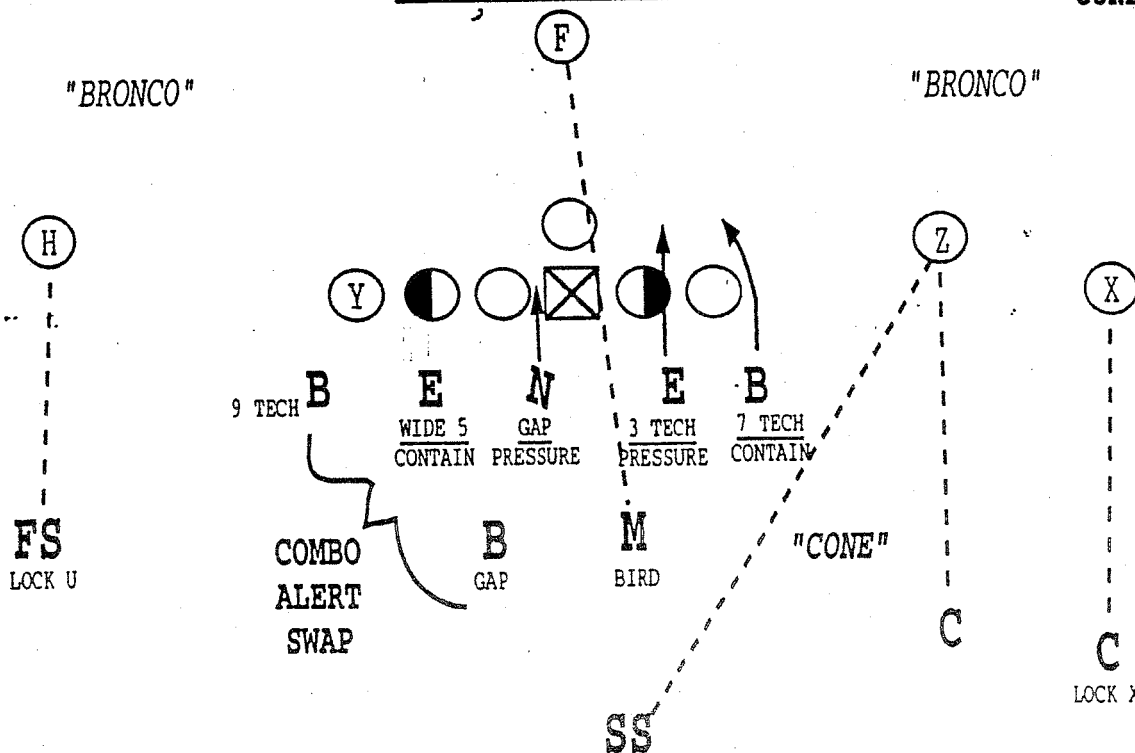
OPEN RT
"CUT"
COMBO ALERT SWAP



TWIN SLOT RT/ H-WIDE

EAGLE WIDE
OPEN 7 COMBO

"OPEN RIGHT"
"CONE"



OPEN 7 COMBO

(STATIC ADJUSTMENTS)

<p>1 LIT LEFT BRONCO</p>	<p>2 TWIN LEFT/H-CLOSE BRONCO</p>	<p>3 TRIPS LEFT/F-WING BRONCO</p>
<p>4 LIT SLOT LEFT BRONCO</p>	<p>5 TWIN SLOT LEFT/F-WING BRONCO</p>	<p>6 TRIPS SLOT LEFT/H-CLOSE SPECIAL</p>
<p>7 N LEFT/H-CRACK BRONCO</p>	<p>8 TWIN NEAR LEFT/H-WIDE BRONCO</p>	<p>9 TWIN FAR SLOT LEFT/H-WIDE BRONCO</p>
<p>10 PS LEFT/H-CRACK BRONCO</p>	<p>11 TRIPS LEFT/H-WIDE BRONCO</p>	<p>12 TRIPS SLOT LEFT/H-WIDE WEAK BRONCO</p>
<p>13 IT LEFT/Y WIDE BRONCO</p>	<p>14 TRIPS LEFT/Y-CRACK/H-CLOSE BRONCO</p>	<p>15 SPLIT SLOT LEFT/Y WIDE BRONCO</p>
<p>16 LEFT BRONCO</p>	<p>17 ACE TRIPS SLOT LEFT/U-WIDE BRONCO</p>	<p>18 ACE TRIPS SLOT LEFT SPECIAL</p>
<p>19 SS LEFT BRONCO</p>	<p>20 KINGS TRIPS FAR LEFT BRONCO</p>	<p>21 KINGS TRIPS NEAR /SPEED LEFT BRONCO</p>
<p>22 ENS LEFT BRONCO</p>	<p>23 I LEFT/Y-TREY-Q BRONCO</p>	<p>24 TWIN SLOT LEFT/H-WIDE/Z-DEUCE-F BRONCO</p>

OPEN 7 COMBO

(MOTION ADJUSTMENTS)

SPLIT LEFT/Z-MOTION "BRONCO" 	FAR 1 LT/F-3C "BRONCO" 	TRIPS LEFT/F-WING/F-2 "BRONCO"
SPLIT SLOT LEFT/Z-MOTION "BRONCO" 	SPLIT SLOT LEFT/H-2 LONG "BRONCO" 	SPLIT SLOT LEFT/F-3 "SPECIAL"
I LEFT/Y-OFF/Y-MOTION "BRONCO" 	TWIN LEFT/H-WIDE/Y-OFF/Y-3 "BRONCO" 	TRIPS LEFT/H-WIDE/Z-MOTION "BRONCO"
SPLIT LEFT/Y OFF/ Y YOYO "BRONCO" 	I LEFT/Y CRACK/Z MOTION "BRONCO" 	NEAR SLOT LEFT/Y-WIDE/Z-MOTION "BRONCO"
ACE LEFT/Z-MOTION "BRONCO" 	ACE-LEFT/X-3 "BRONCO" 	ACE TRIPS SLOT LEFT/X-MOTION "SPECIAL"
ACE SLOT LEFT/Z-MOTION "BRONCO" 	ACE SLOT RIGHT/U-WIDE/Z-MOTION "BRONCO" 	ACE LEFT/Y-OFF/Y-MOTION "SPECIAL"
KINGS FAR LEFT/Z-MOTION "BRONCO" 	KINGS LEFT/W-3 "BRONCO" 	KINGS TRIPS NEAR SPEED LEFT/Z-2 "BRONCO"
QUEENS LEFT/Z-MOTION "BRONCO" 	TENS I LEFT/Z-MOTION "BRONCO" 	CLUBS LEFT/Z-MOTION "BRONCO"

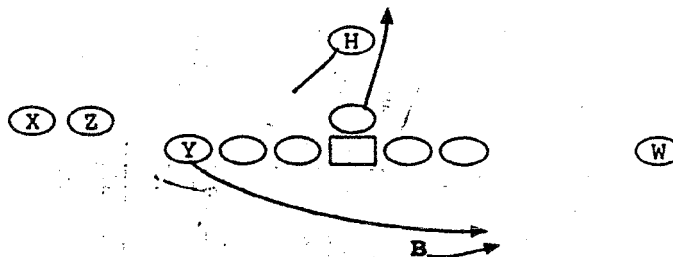
DIME 52 RED ZONE

ALIGNMENTS AND FORCE CALLS ARE THE SAME AS DIME 52.
WE MAKE "RINGO/LUCKY" CALL TO DESIGNATE BUSTER SIDE.

RESPONSIBILITIES

- SINK CORNER :** BE PREPARED TO PLAY FADE OR 7 ROUTE BY #1 RECEIVER. BY THE SPLIT, YOU CAN TAKE INSIDE LEVERAGE.
- SQUAT CORNER :** SOFTER SQUAT AND BE READY TO PLAY ACCORDING TO FIELD POSITION WHEN HOLDING OFF 7 TO BREAKING UP ON A FLAT ROUTE.
- BUSTER PLAYER :** SAME AS UPFIELD, TIGHTEN IT UP. ALIGN OUTSIDE #2 DISPLACED.
- VERTICAL HOOK PLAYER :** SAME AS UPFIELD WITH 1 EXCEPTION: ON FLOOD STRONG (FLOW) MAN UP ANY SHALLOW CROSS INTO THE WEAKSIDE.

EXAMPLE:

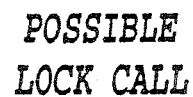


- MIDDLE READ PLAYER :** OPEN TO STRONG HOOK AND WALL OFF #2 AND #3. BE READY TO JUMP ANY UNDERNEATH ROUTE ON BASIC DISTRIBUTION. DROP IT ON FLOOD STRONG.
- TIGHT 1/2 SAFETY :** KEY & ALIGN OFF OF #2 & #3. IF THEY BOTH RUN INSIDE ROUTES, PLAY THE DEEPEST. IF #2 OR #3 GOES FLAT, WIDEN AND LOOK TO #1 (BE READY TO FALL BACK INSIDE ON A BEND OUT BY #3). PLAY WIDTH, NOT DEPTH. GET NO DEEPER THAN 4-5 YDS IN END ZONE. VS. #2 SPLIT FROM CORE, ALIGN INSIDE OF #2.
- NORMAL 1/2 SAFETY :** SPLIT #1 AND #2 WEAK. KEY #2 FOR VERTICAL ROUTE. NO VERTICAL BY #2, THEN EXPAND TO #1.

DIME RED ZONE PACKAGE



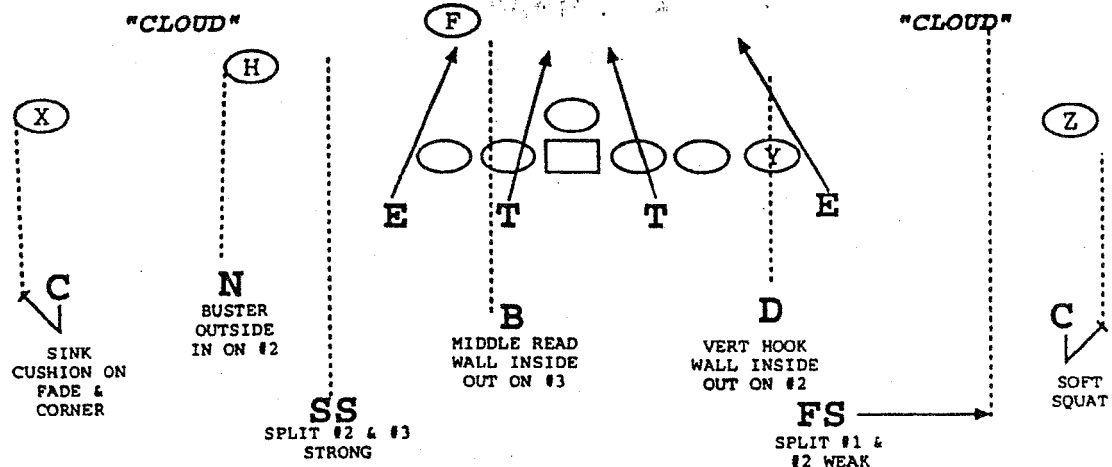
LUCKY



**REGULAR TWIN FAR RT/
H-CRACK**

**DIME 52
RED ZONE**

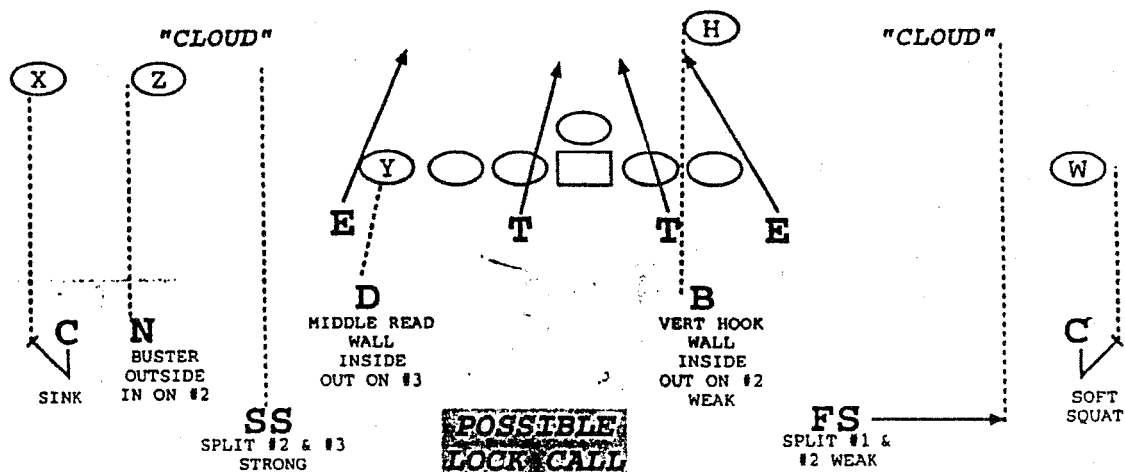
"LUCKY"



KING FAR TRIPS LEFT

**DIME 52
RED ZONE**

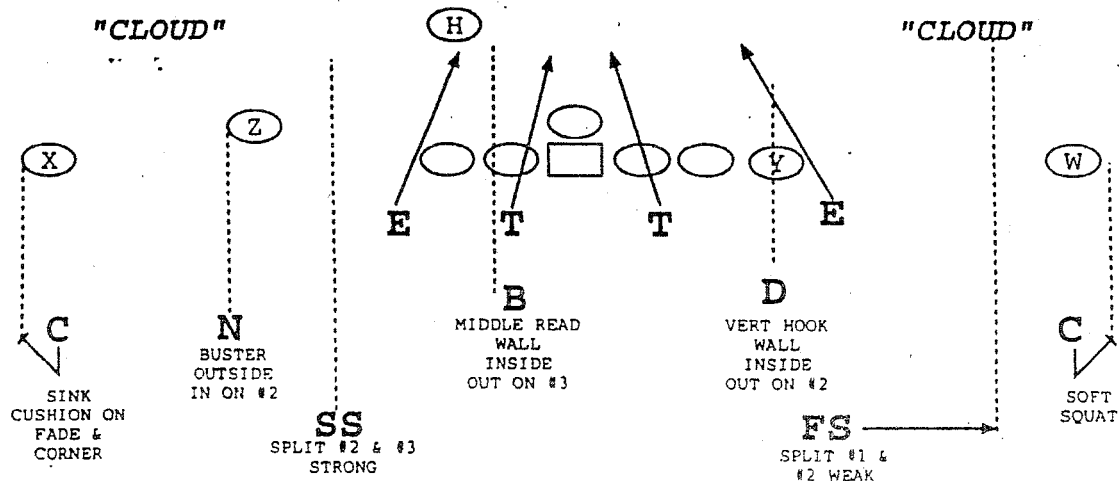
"LUCKY"



KINGS FAR LEFT

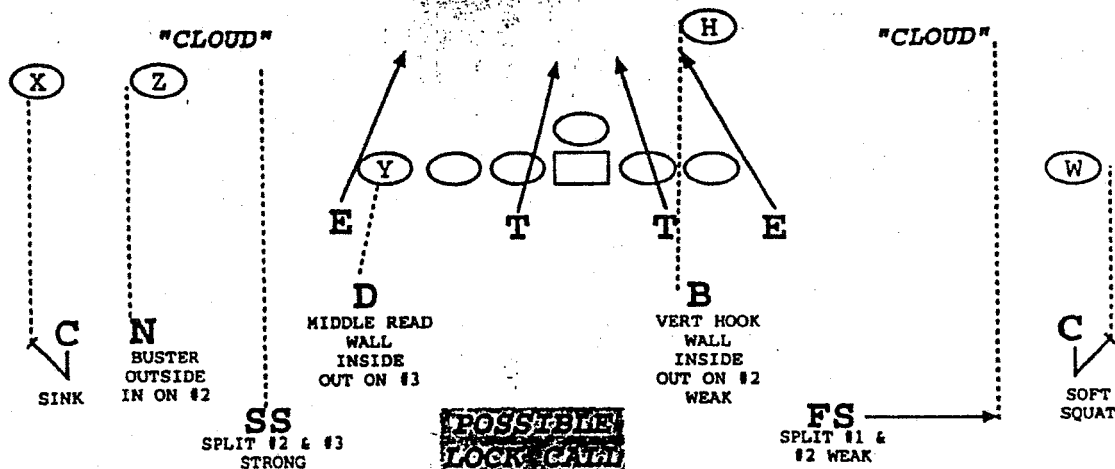
**DIME 52
RED ZONE**

"LUCKY"



KING FAR TRIPS LEFT

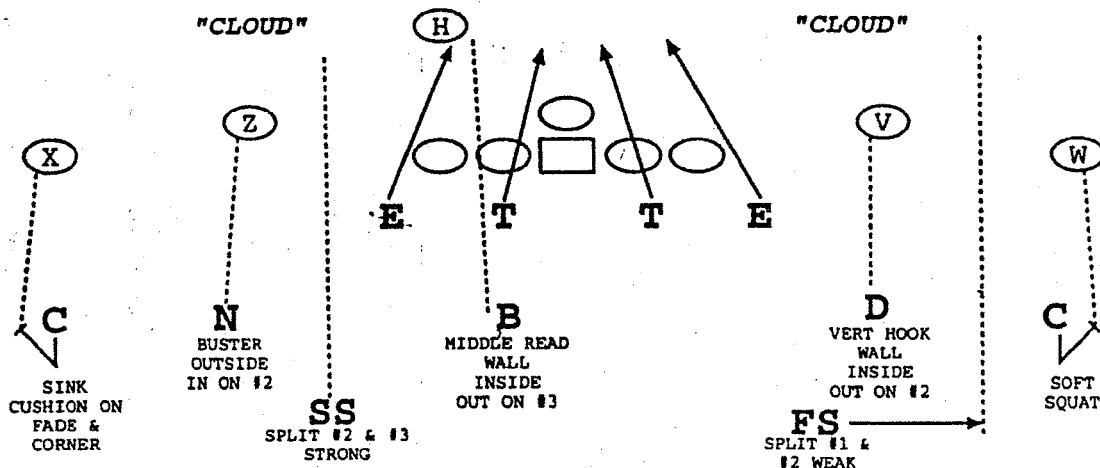
DIME 52
RED ZONE



FLUSH LEFT

DIME 52
RED ZONE

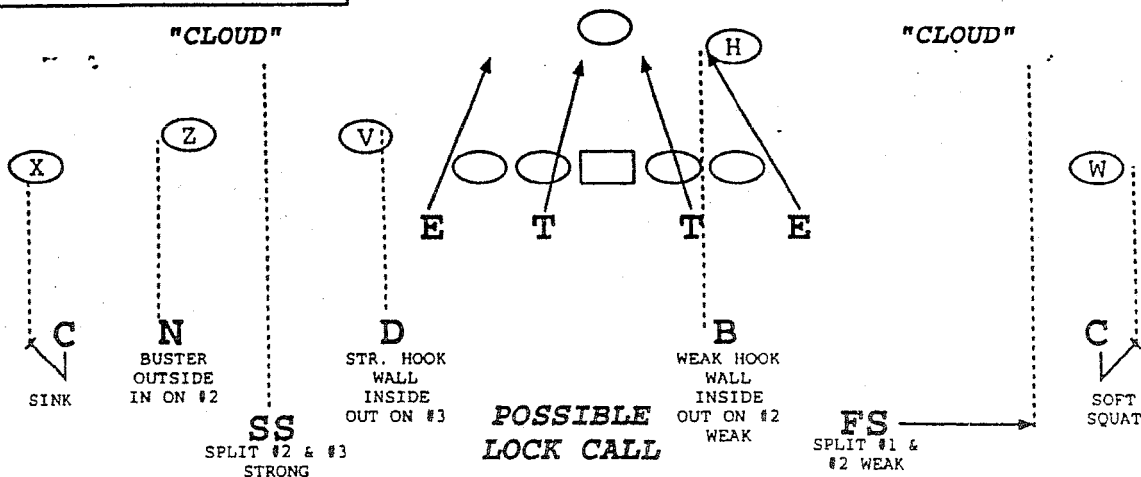
"LUCKY"



FLUSH GUN FAR TRIPS LEFT

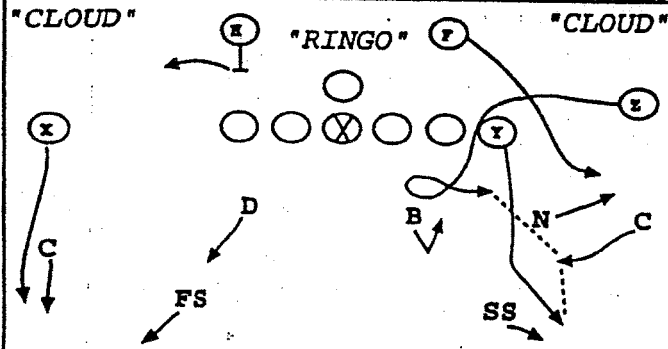
DIME 52
RED ZONE

"LUCKY"

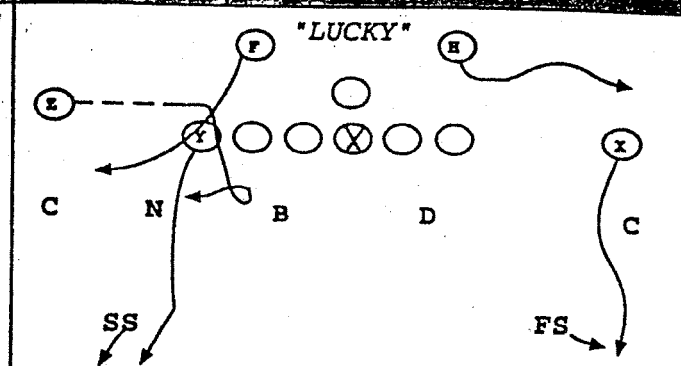


DIME 52 RED ZONE

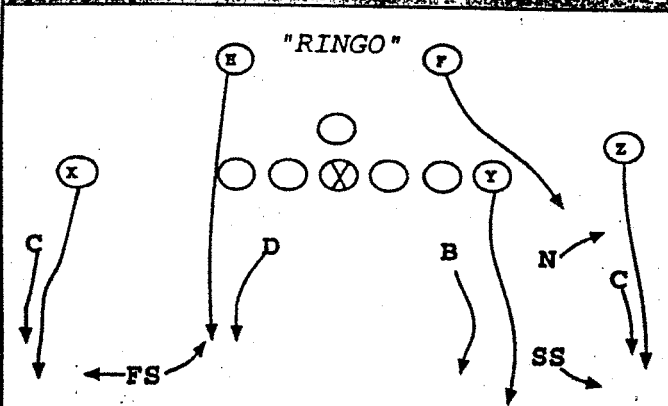
1. SPLIT LT 60 R 34



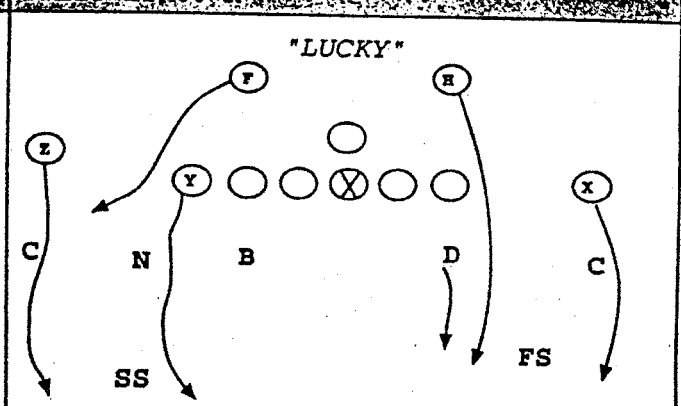
2. SPLIT LT 60 R 62



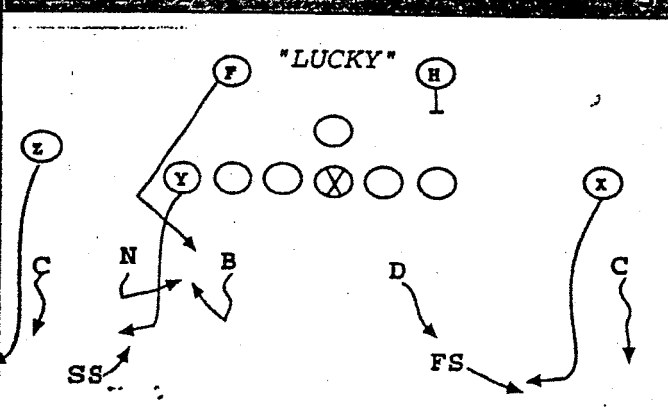
3. SPLIT LT 60 R 34



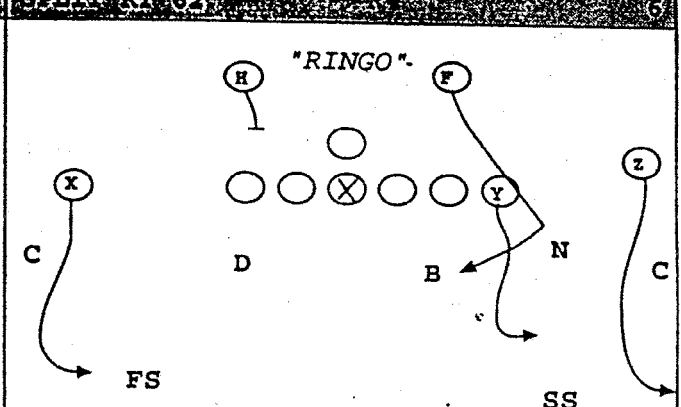
4. SPLIT LT 60 R 62



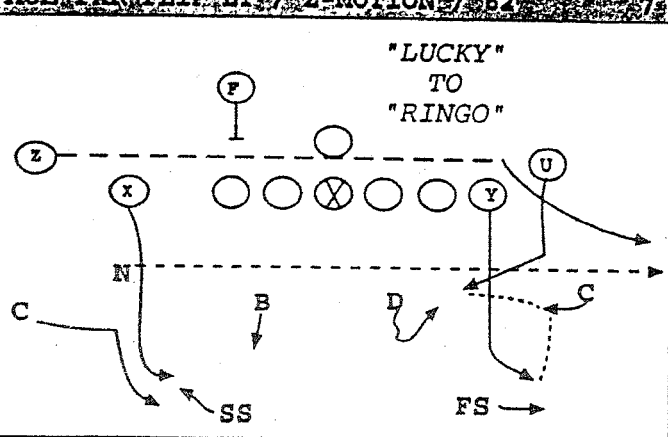
5. SPLIT LT 52



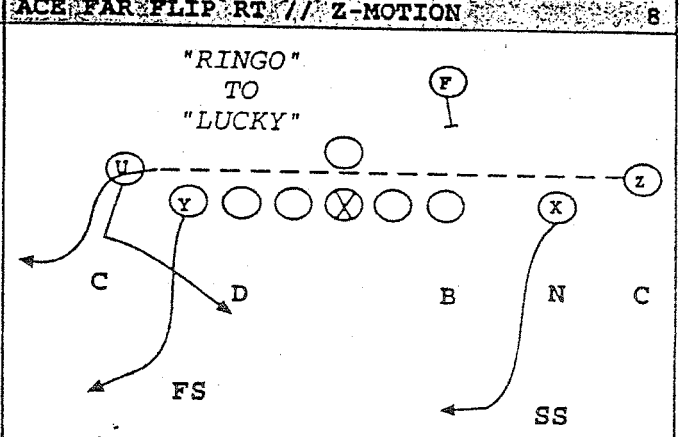
6. SPLIT LT 62



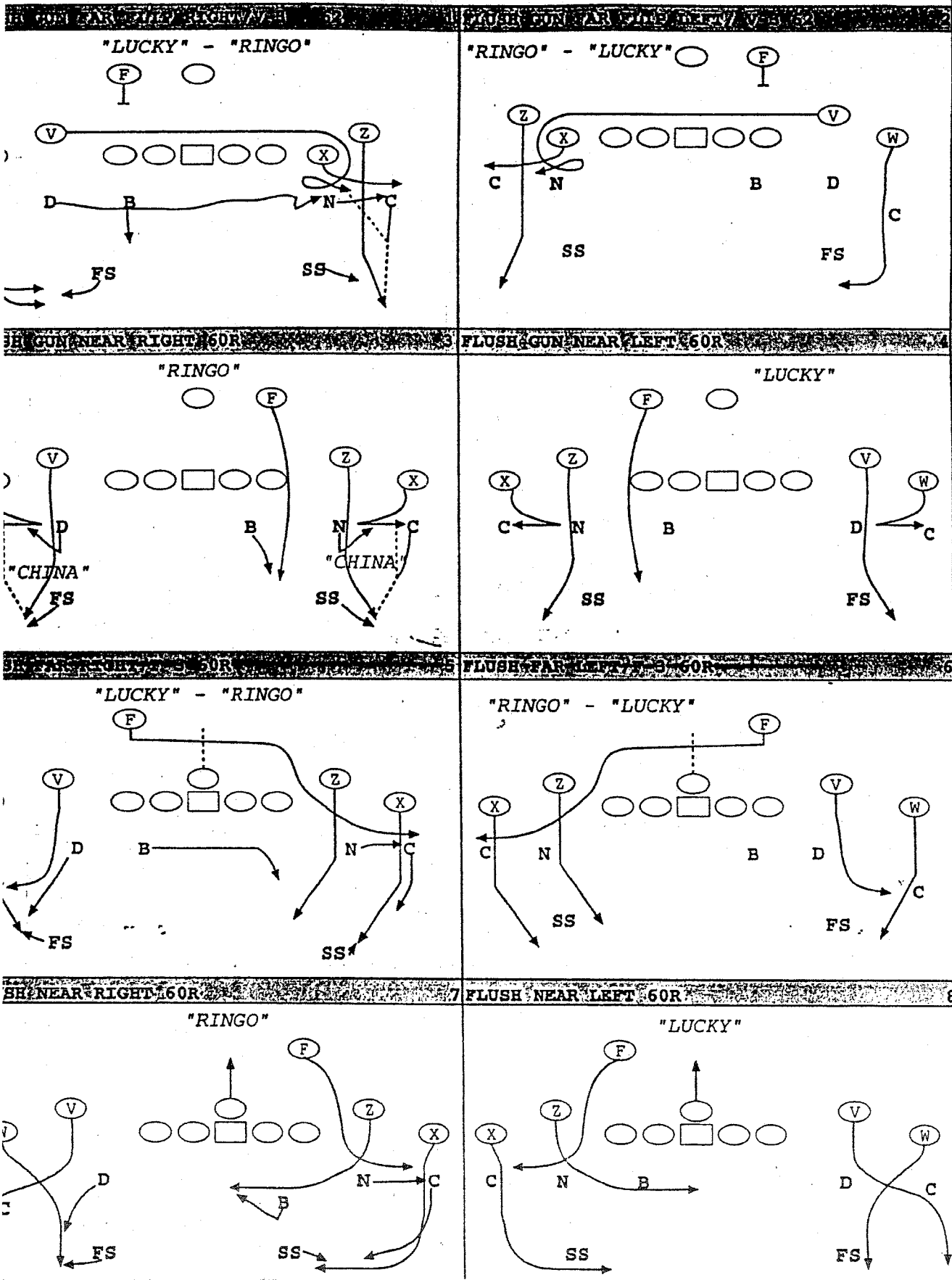
7. ACE FAR FLIP LT // Z-MOTION 52



8. ACE FAR FLIP RT // Z-MOTION



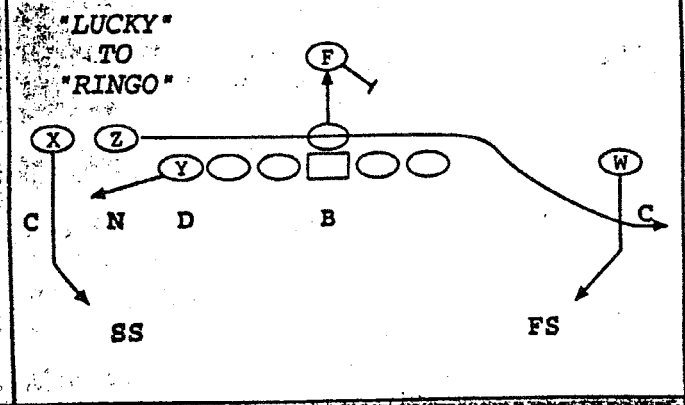
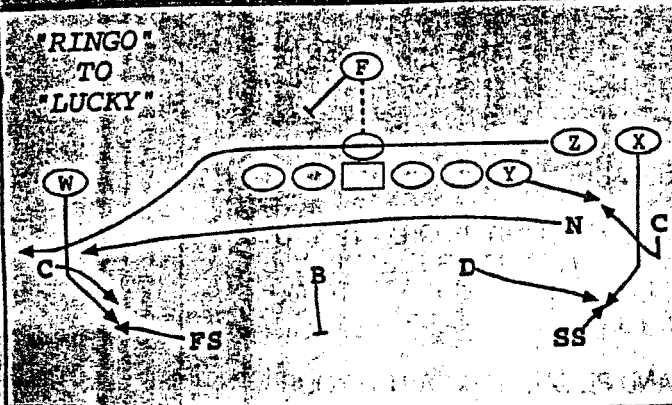
DIME 52 RED ZONE



DIME 52 RED ZONE

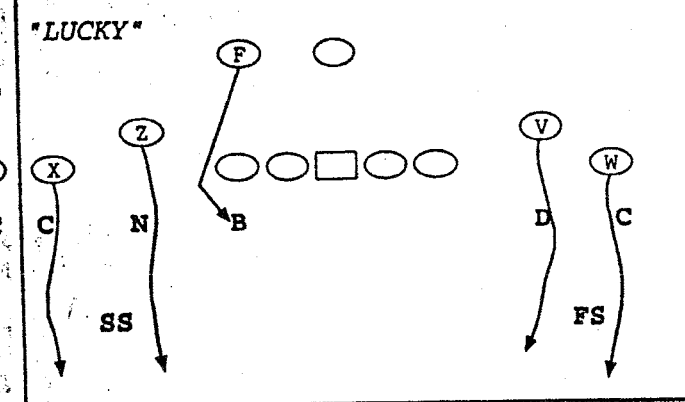
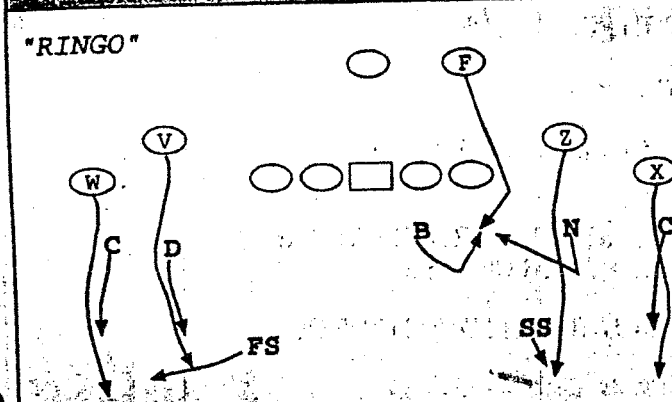
FLUSH GUN NEAR RIGHT / Z MOTION 51

FLUSH GUN NEAR LEFT / X MOTION 51



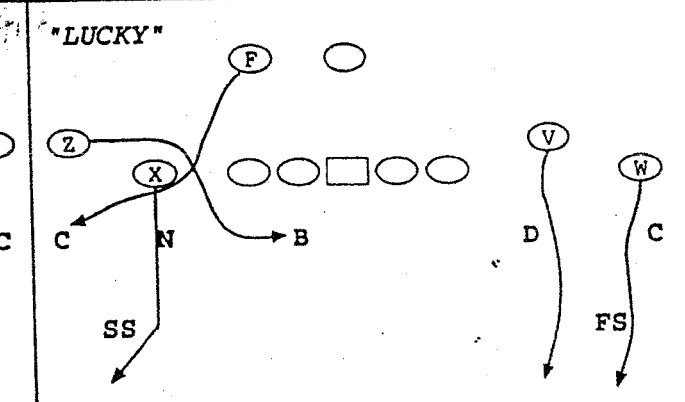
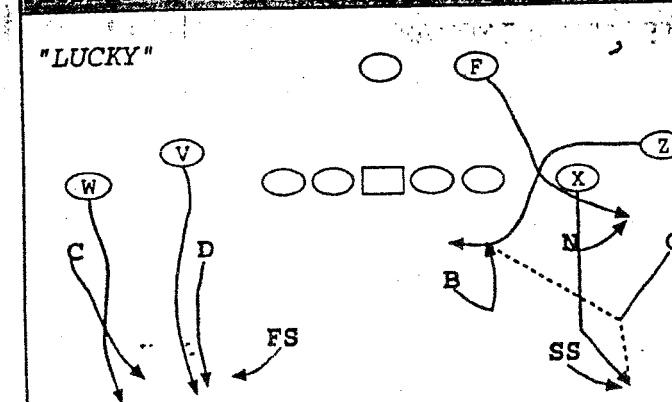
FLUSH GUN NEAR RIGHT

FLUSH GUN NEAR LEFT



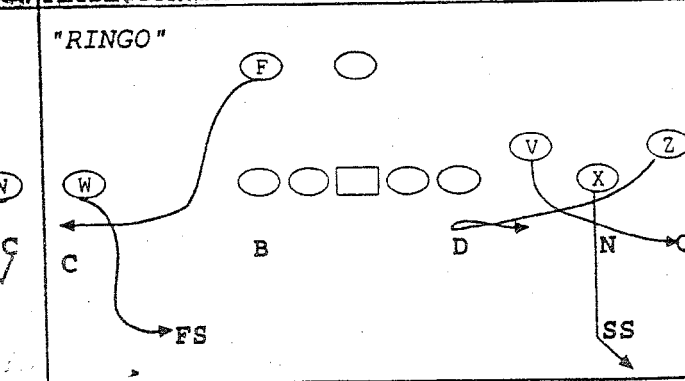
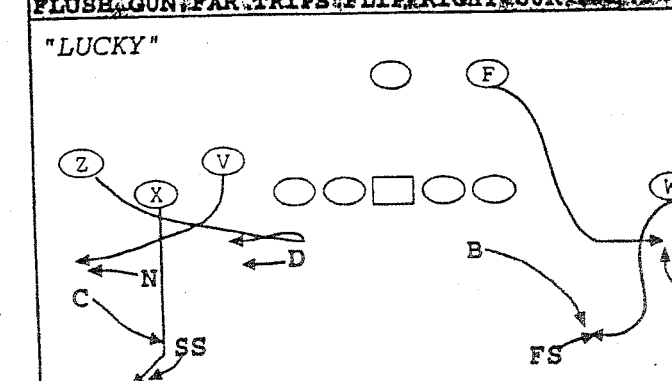
FLUSH GUN NEAR RIGHT / Z IN 60R

FLUSH GUN NEAR LEFT / X IN 60R



FLUSH GUN FAR TRIPS FLIP RIGHT 60R

FLUSH GUN FAR TRIPS FLIP RIGHT 60R



DIME RED ZONE BLITZ

AN ALL OUT MAN BLITZ OUT OF DIME. IT HAS THE APPEARANCE OF A 7 MAN RUSH BECAUSE THE ENDS ARE READ RUSHING. THE BLITZERS ARE THE BACKER, STRONG AND FREE SAFETY.

CORNERS

INSIDE LEVERAGE ON YOUR MAN

NICKEL / DIME

INSIDE LEVERAGE MAN. IF YOUR MAN IS A RB OR TE AND HE IS ALIGNED IN THE BACKFIELD YOU ENTER THE RUSH THRU THE C-GAP. BY GAME PLAN WE MAY DOUBLE WITH YOU INSTEAD OF RUSH IN THIS SITUATION.

SAFETIES

ALIGN STRONG AND WEAK AND BLITZ THE B-GAP ON YOUR SIDE. TIMING AND DISGUISE IS IMPORTANT

BACKER

ZERO RUSH THE CENTER WITH POPOUT RULES:

IF OC BLOCKS RT/LT CONTINUE RUSH TO QB

IF OC BLOCKS BACKER, POP OUT LOOKING TO HELP ON INSIDE ROUTES.

CP: VERSUS EMPTY BACKER STAY BACK TO BETTER PLAY THE RUN OR BE A HOLE PLAYER ON PASS.

TACKLES

ZERO RUSH THE OG'S. BE READY TO GET HANDS UP IF OG BLOCKS YOU.

ENDS

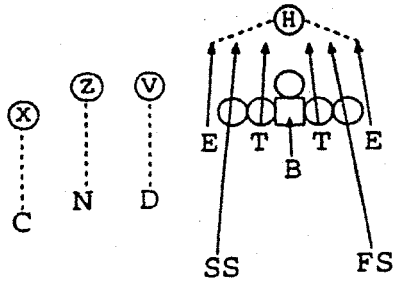
READ RUSH ANY OFFSET BACK YOUR SIDE. IF NO OFFSET BACK THEN CONTAIN RUSH WITH 2ND BACK RULES. YOUR RUSH ANGLE MUST BE PERFECT IN CASE YOU ARE UNBLOCKED.

DIME RED ZONE PACKAGE

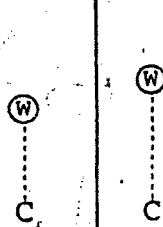


DIME RED ZONE BLITZ

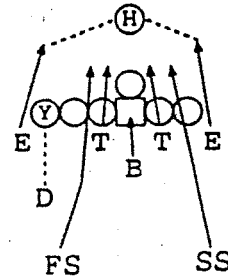
"Core"



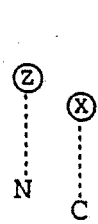
"Core"



"Core"



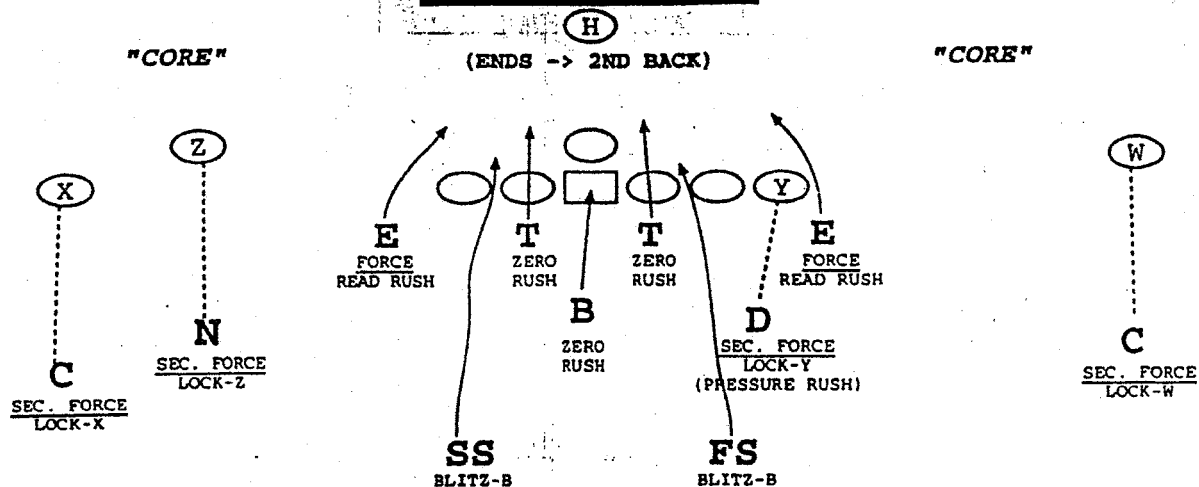
"Core"



POSITION	ALIGNMENT	KEY	RUN RESPONSIBILITY	PASS RESPONSIBILITY
ENDS	RUSH ALIGNMENT	BALL OT RB	RUN TO: FORCE RUN AWAY: REVERSE	CONTAIN & READ RUSH
TACKLES	HEAD UP ON OG POSSIBLE SLIGHT SHADE	BALL OG	RUN TO: A-GAP RUN AWAY: A-GAP	ZERO RUSH OG
BACKER	HEAD UP ON OC	BALL OC	A-GAP	ZERO RUSH OC
SAFETIES	ALIGN STRONG & WEAK 2 DEEP LOOK & CREEP	BALL OT	B-GAP	BLITZ B-GAP CP: MOTION TO NO BACKS COVER BACK IN MOTION IF TO YOU. EMPTY SET COVER DISPLACED BACK.
NICKEL	#2 STRONG	MAN	SEC. FORCE	COVER #2 STRONG INSIDE MAN
DIME	ON YOUR MAN	MAN	PLUG OR SEC. FORCE BASED ON ALIGNMENT	INSIDE LEVERAGE MAN ON Y VS. KINGS ON V VS. FLUSH
CORNERS	ON YOUR MAN	MAN	RUN TO: SEC. FORCE RUN AWAY: ARC	INSIDE COVERAGE MAN

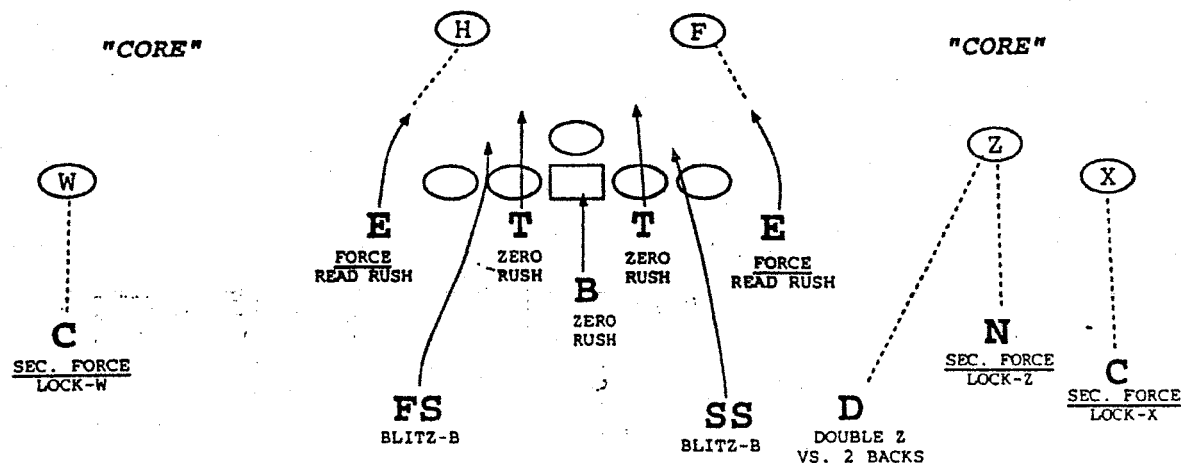
KINGS LEFT

DIME RED ZONE BLITZ



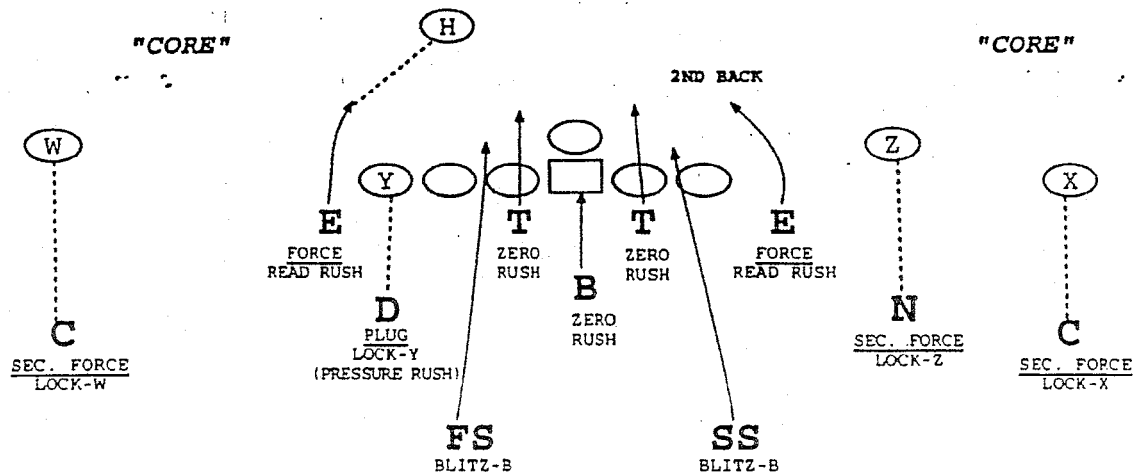
QUEENS RIGHT

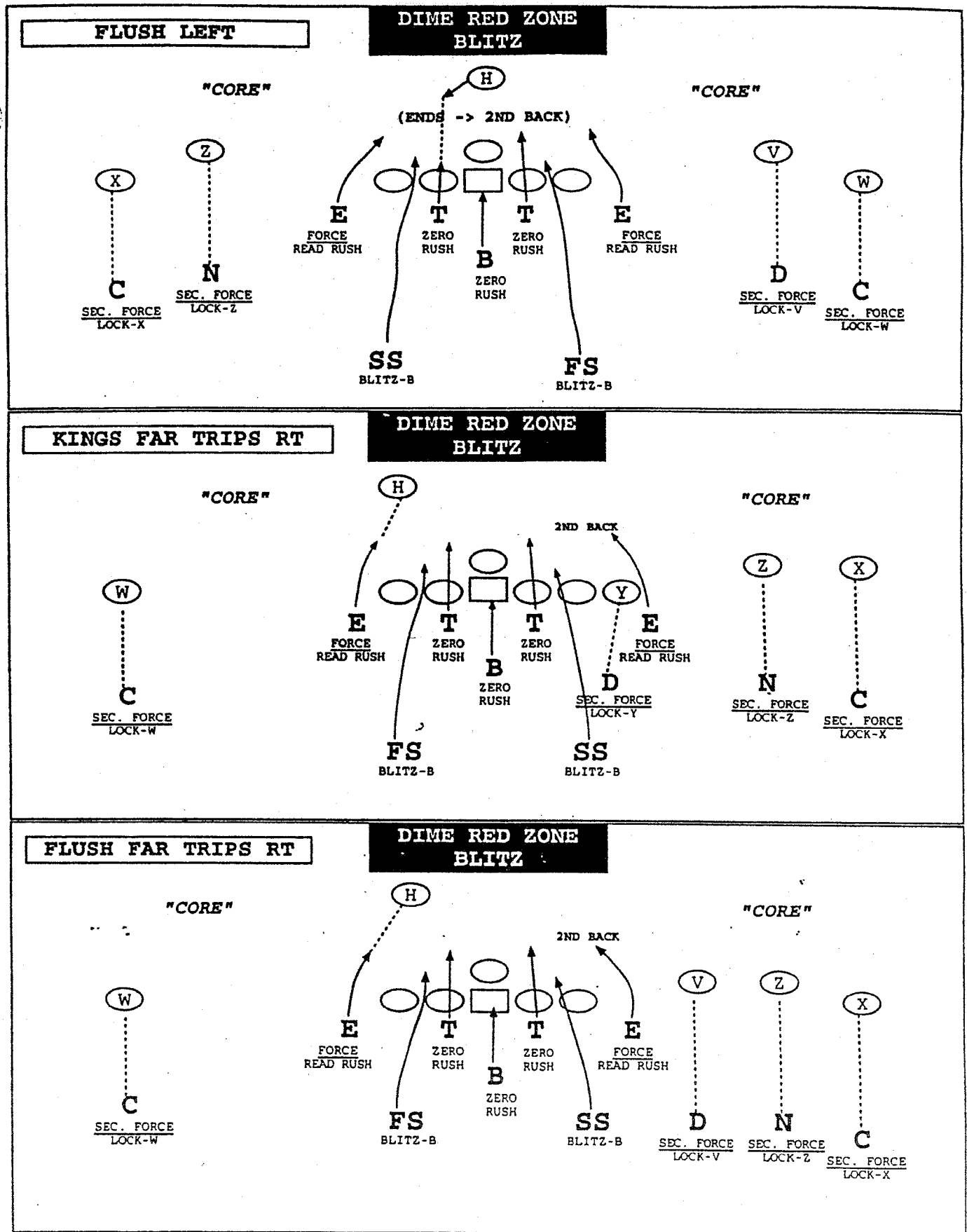
DIME RED ZONE BLITZ



KINGS NEAR RIGHT

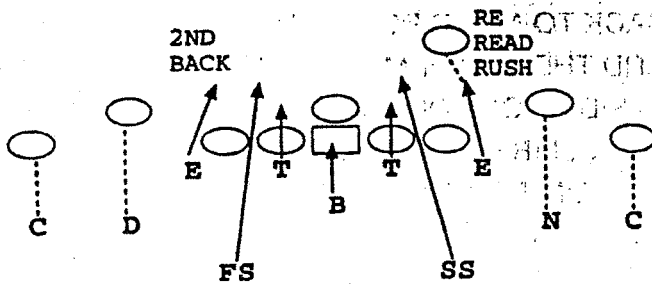
DIME RED ZONE BLITZ



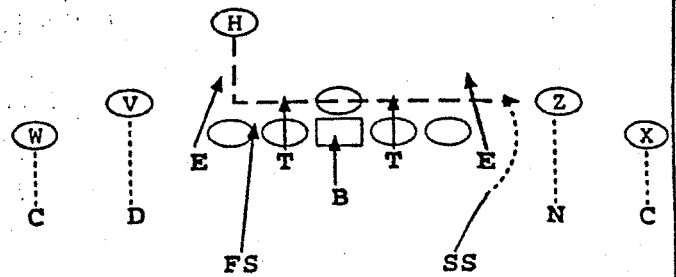


DIME RED ZONE BLITZ

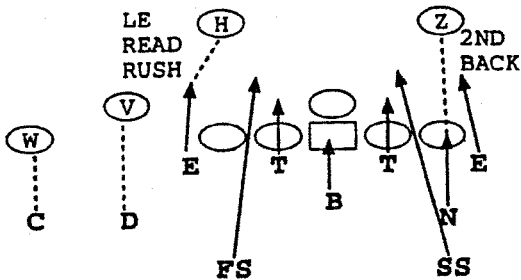
FLUSH NEAR RIGHT



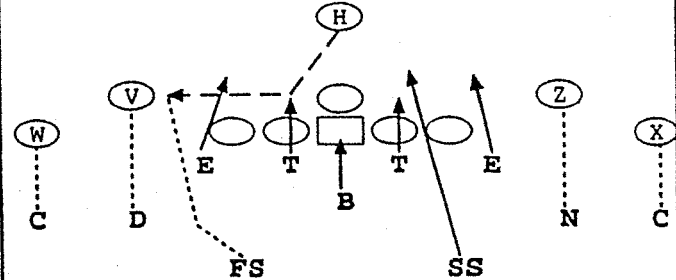
FLUSH FAR RIGHT/H-3 STRONG



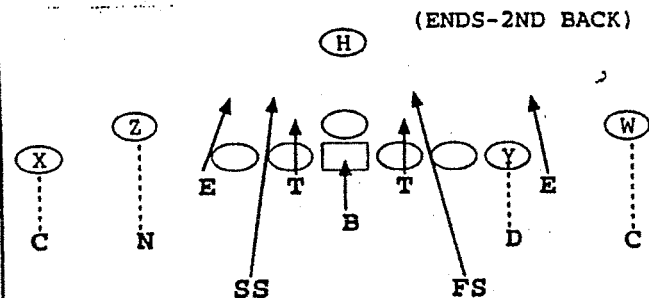
FLUSH FAR RIGHT/Z-DEUCE



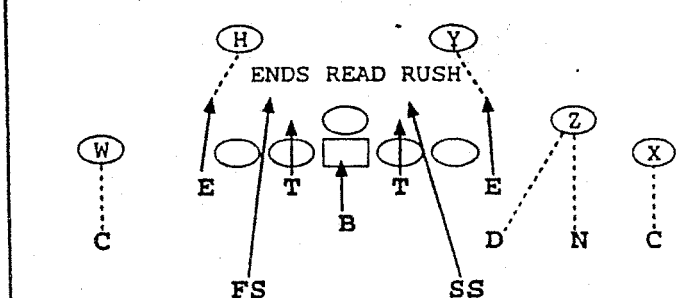
FLUSH RIGHT/H-3 WEAK



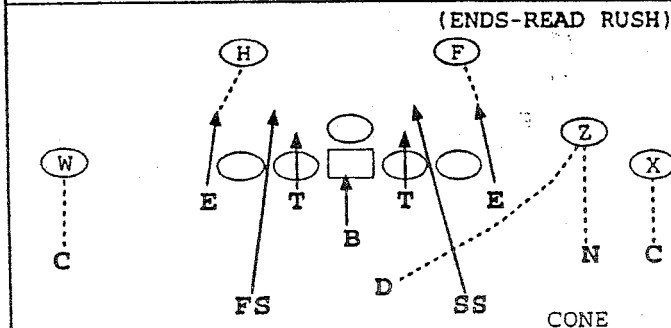
KINGS RIGHT



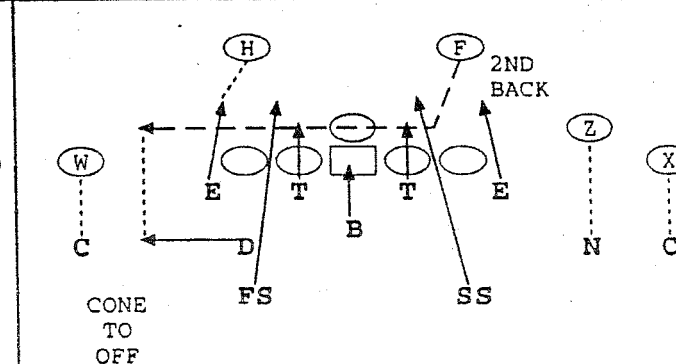
KINGS FAR TRIPS RIGHT/Y-DEUCE



QUEENS RIGHT



QUEENS RIGHT/F-2



DIME RED ZONE PACKAGE

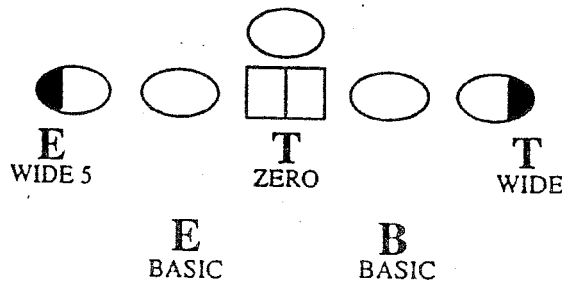
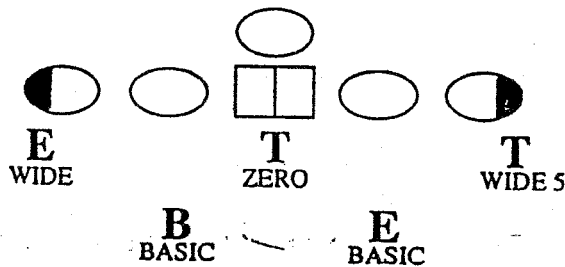


PANTHERS DEFENSE
1997 TRAINING CAMP

MTG 97
PG 27

MAGIC FRONT

IN OUR MAGIC FRONT, ONE END WILL ALIGN BACK TO AN ILB POSITION. THE 2 DEFENSIVE TACKLES WILL ALIGN TOWARD THE END REMOVED IN AN ODD LOOK. THE OTHER END STAYS TO HIS SIDE. OUT OF THIS LOOK, WE WILL BRING OUR 4TH RUSHER, DOGS, BLITZES, FIRE ZONES BY GAME PLAN EACH WEEK AND NAME IT ACCORDINGLY. RUN TECHNIQUES WILL VARY BY THE CALL. (NOTE) DROP END & ILB CAN SWITCH SIDES.

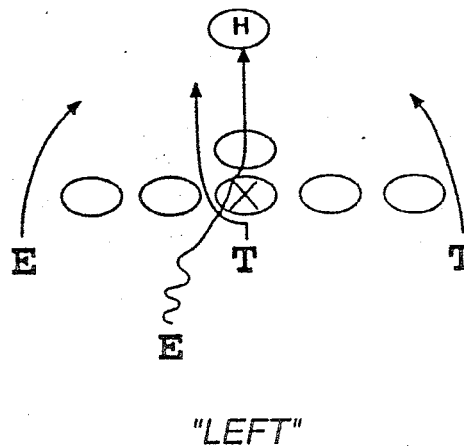
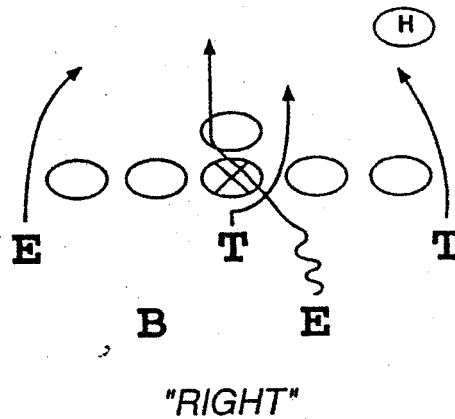


MAGIC PACKAGE



STUNT MAGIC GUN

- RE -** TO CALL - SLAM INTO CENTER / GET VERTICAL INTO QB'S FACE
- RT -** POST CENTER / FOLD BEHIND RE TO SIDE OF RT/LT CALL
- LE / RT -** CONTAIN RUSH
- BACKER -** MAKE RT/LT CALL TO PREDICTED SIDE OF QB ROLL



MAGIC PACKAGE RUSH STUNTS



PANTHERS DEFENSE
1997 TRAINING CAMP

MTG #7
PG 29

STUNT MAGIC SWORD

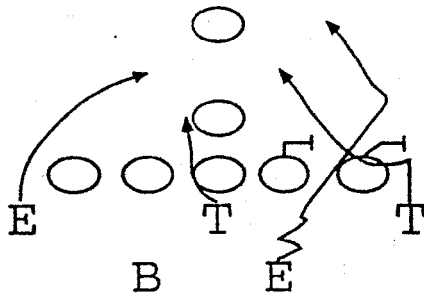
THIS IS A STUNT OUT OF OUR DIME MAGIC FRONT. THE MOVE END WILL ALIGN AS AN ILB, MAKE A RT/LT CALL TO HIS ALIGNMENT AND RUN THE SWORD THERE. THE SWORD STUNT IS THE SAME AS A DART. THE INSIDE RUSHER MUST BUST THRU B-GAP, SLAM INTO OT AND TURN INTO QB WITH CONTAIN. OUTSIDE RUSHER MUST SET OT WITH UPFIELD POST OF ABOUT 3-STEPS AND FOLD BEHIND INSIDE MAN WHEN HE CAN GET THRU TO HOLD CONTAIN.

COACHING POINT

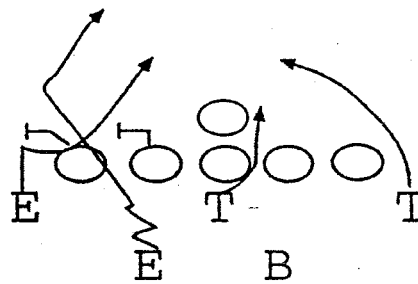
INSIDE MAN OF SWORD CANNOT BE PUSHED BY OG IN FRONT OF OT OR STUNT IS BLOCKED. OUTSIDE MAN FOLD: WHEN YOU COME AROUND YOU ARE NOW A PRESSURE LANE RUSHER, GIVE US INSIDE HEAT AND/OR PUSH

NOTE

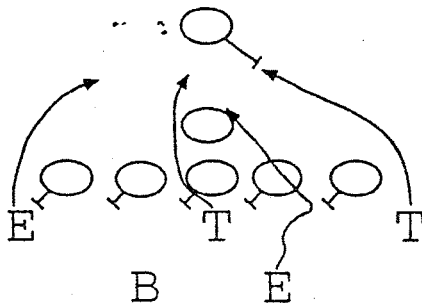
IF OT TO SWORD BLOCKS DOWN ON INSIDE MAN OF SWORD, THE OUTSIDE RUSHER STAYS OUTSIDE IN CONTAIN. IT READS THE SAME AS A DART. THE INSIDE MAN OF SWORD TURNS HIS RUSH INSIDE TO A PRESSURE LANE.



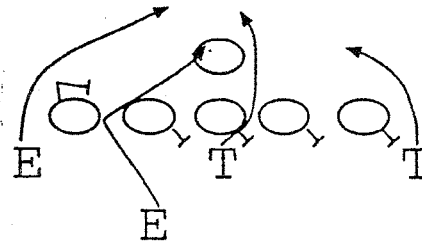
"RIGHT"



"LEFT"



"RIGHT"



"LEFT"

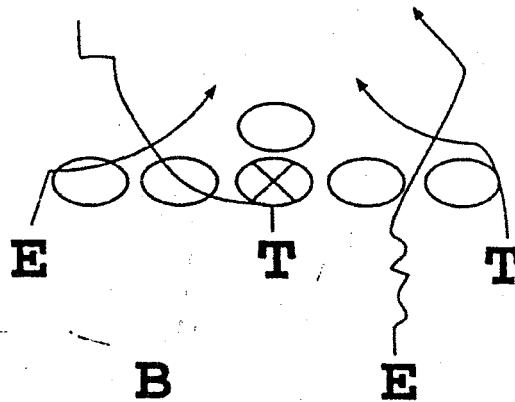
MAGIC PACKAGE RUSH STUNTS



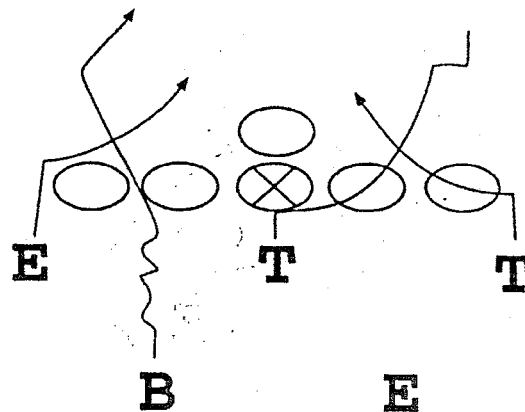
MAGIC STUNT SWORD Z

- RE - RUN SWORD TO CALL SIDE
- RT / LE - TO CALL = RUN SWORD
AWAY FROM CALL = HIT B-GAP AS IN EXIT
- LT - RUN Z STUNT TO CONTAIN AWAY FROM CALL SIDE

"RIGHT"



"LEFT"

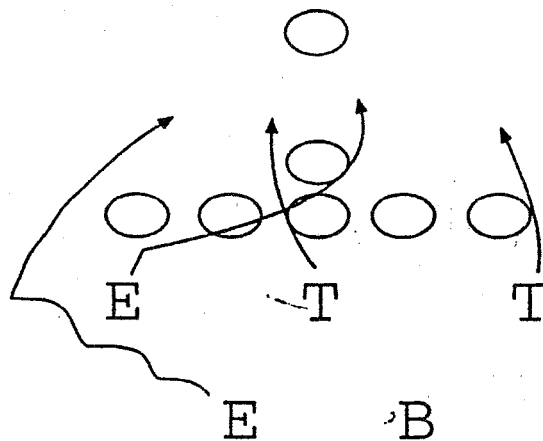


STUNT **MAGIC (WHEEL) RIZO**

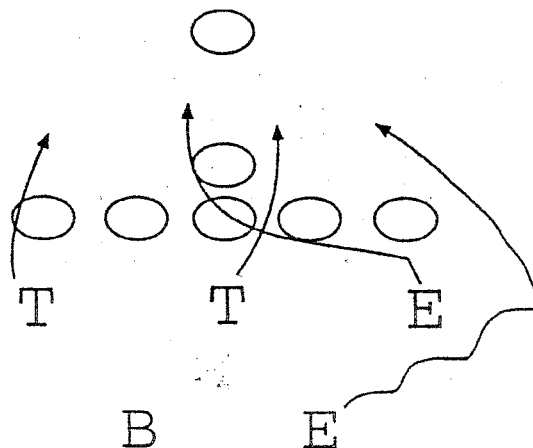
- RE - ALIGN IN MAGIC/ WHEEL TO OUTSIDE OF CALL/ CONTAIN RUSH
- LT - ALIGN IN MAGIC ON CENTER/ SLANT A-GAP TO CALL SIDE
- LE/RT - ALIGN IN MAGIC

TO CALL = FOLD BEHIND NOSE TO OPPOSITE A-GAP
AWAY FROM CALL = CONTAIN RUSH/ PLAY INTO OT

"LEFT"



"RIGHT"



MAGIC PACKAGE RUSH STUNTS



1997 TRAINING CAMP

DEFENSE MTG #8

LOAD INSIDE PACKAGE

A 4 UNDER 3 DEEP ZONE WITH THE MAC AND STACK ALIGNING LEFT AND RIGHT. CORNERS WILL ALIGN RIGHT AND LEFT. SAFETIES WILL ALIGN STRONG AND WEAK. ALL MOTION WILL BE BUMPED ACROSS THE FORMATION.

WE WILL MAKE A RALPH-LARRY CALL TO DICTATE WHICH SAFETY WILL ROTATE INTO THE CURL-HOOK. THE MAC AND STACK WILL PLAY BUZZ/FLAT TO THE CALL, SEAM/FLAT AWAY FROM THE CALL. CORNERS WILL ALWAYS HAVE THE DEEP OUTSIDE 1/3.

WE CAN TAKE THE RALPH-LARRY CALL TO STRENGTH OR RIGHT/LEFT.

BUC	HOOK/CURL AWAY FROM THE CALL. SQUIRM/HOOK-CURL TECHNIQUE.
MAC	ALIGN LEFT AND PLAY BUZZ/FLAT OR SEAM/FLAT OFF THE CALL.
STACK	ALIGN RIGHT AND PLAY BUZZ/FLAT OR SEAM/FLAT OFF THE CALL.
CORNERS	ALIGN RIGHT AND LEFT AND PLAY THE DEEP 1/3, LOOSE OR TIGHT. LOOSE TO CALL, TIGHT AWAY FROM CALL.
SAFETIES	ALIGN STRONG AND WEAK - MAKE RALPH-LARRY CALL. SAFETY TO THE CALL PLAY HOOK-CURL. SAFETY AWAY FROM CALL PLAY DEEP MIDDLE 1/3.

LOAD PACKAGE



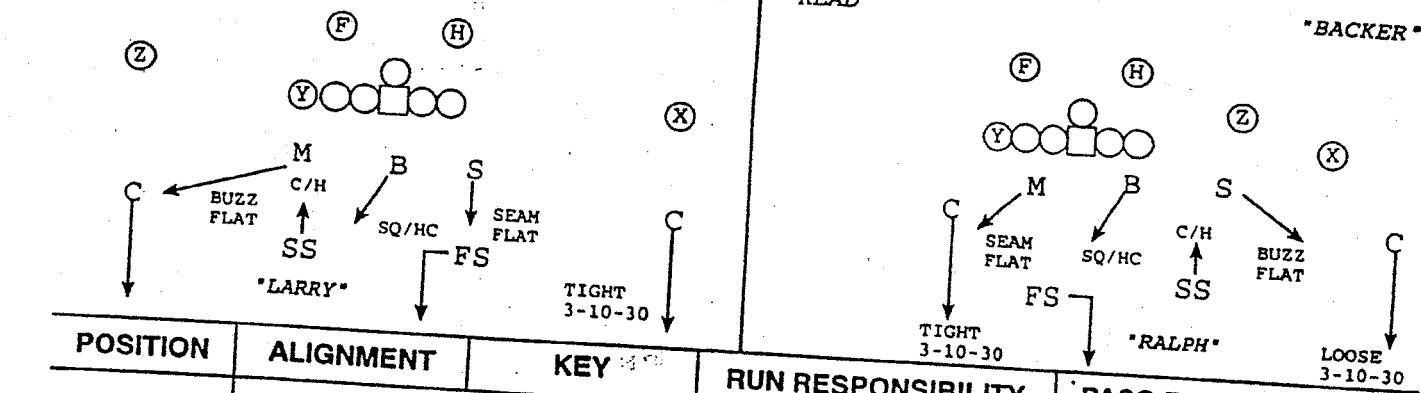
LOAD INSIDE PACKAGE

"BACKER"

"BACKER"

"READ"

"BACKER"



POSITION	ALIGNMENT	KEY	RUN RESPONSIBILITY	PASS RESPONSIBILITY
BUG	DEPENDS ON FRONT			SQUIRM/HOOK-CURL
MAC & STACK	ALIGN LEFT AND RIGHT	DEPENDS ON FRONT		
CORNERS	ALIGN RIGHT AND LEFT IN 2 DEEP DISGUISE	THRU #2 TO BACKS	RUN TO: SECONDARY FORCE RUN AWAY: ARC	BUZZ/FLAT-TO SIDE OF RALPH/LARRY SEAM/FLAT-AWAY FROM RALPH/LARRY KNOW WHERE #2 AWAY FROM CALL IS ALIGNED
				DEEP OUTSIDE 1/3 TO CALL = LOOSE 1/3 AWAY FROM CALL = TIGHT 1/3
SAFETIES	ALIGN STRONG AND WEAK IN 2 DEEP DISGUISE	THRU TE AND UNCOVERED LINEMAN TO BACKS	RUN TO: EITHER PLUG OR FILL DEPENDING ON RALPH-LARRY CALL RUN AWAY: FILL OR BACKSIDE LEVERAGE	MAKE RALPH-LARRY CALL LARRY - LEFT SAFETY CURL-HOOK RALPH - RIGHT SAFETY CURL-HOOK

LOAD INSIDE STRONG

SPLIT LEFT 1	FAR SLOT LEFT/Z-MOTION 2
<p>"BACKER" (F) (H) "BACKER"</p> <p>(Z) (Y) () () () () (X)</p> <p>M B/F B SQ/HC S S/F</p> <p>C LOOSE 1/3 "LARRY" C TIGHT 1/3</p> <p>SS C/H FS MID 1/3</p>	<p>"BACKER" (H) (F) "READ" TO "BACKER"</p> <p>(X) (Z) () () () () (Y)</p> <p>M B/F B SQ/HC S S/F</p> <p>C LOOSE 1/3 TIGHT 1/3 "LARRY" TO "RALPH" C READ 1/3 LOOSE 1/3</p> <p>SS C/H FS MID 1/3</p>
TWIN LT/H-CLOSE 3	TWIN LT/H-CRACK (TREAT AS KINGS) 4
<p>"BACKER" (F) "BACKER"</p> <p>(Z) (Y) () () () () (H) (X)</p> <p>M B/F B SQ/HC S S/F</p> <p>C LOOSE 1/3 "LARRY" C TIGHT 1/3</p> <p>SS C/H FS MID 1/3</p>	<p>"BACKER" (F) "BACKER"</p> <p>(Z) (Y) () () () () (H) (X)</p> <p>M B/F B SQ/HC S B/F</p> <p>C TIGHT 1/3 "RALPH" C LOOSE 1/3</p> <p>FS MID 1/3 SS C/H</p>
FACE RIGHT 5	ACE TRIPS SLOT LEFT/Z-MOTION 6
<p>"BACKER" (H) "BACKER"</p> <p>(X) (U) () () () () (Y) (Z)</p> <p>M S/F B SQ/HC S B/F</p> <p>C TIGHT 1/3 "RALPH" C LOOSE 1/3</p> <p>FS MID 1/3 SS C/H</p>	<p>"BACKER" (H) "READ" TO "BACKER"</p> <p>(X) (Z) (U) () () () (Y)</p> <p>M B/F B SQ/HC S S/F</p> <p>C LOOSE 1/3 TIGHT 1/3 "LARRY" TO "RALPH" C READ 1/3 LOOSE 1/3</p> <p>SS C/H FS MID 1/3</p>
KINGS NEAR LT 7	KINGS FAR LT/Z-MOTION 8
<p>"BACKER" (H) "BACKER"</p> <p>(X) (Z) () () () () (Y) (W)</p> <p>M B/F B SQ/HC S S/F</p> <p>C LOOSE 1/3 "LARRY" C TIGHT 1/3</p> <p>SS C/H FS MID 1/3</p>	<p>"BACKER" (H) "BACKER"</p> <p>(X) (Z) () () () () (Y) (W)</p> <p>M B/F B SQ/HC S S/F</p> <p>C LOOSE 1/3 TIGHT 1/3 "LARRY" TO "RALPH" C TIGHT 1/3 LOOSE 1/3</p> <p>SS C/H FS MID 1/3</p>



LOAD INSIDE JERSEY

TWIN LEFT/H-CRACK	FAR SLOT RIGHT/Z-MOTION
<p>"BACKER" (F)</p> <p>(#) Z</p> <p>Y</p> <p>M B/F</p> <p>C LOOSE 1/3</p> <p>FS C/H</p> <p>B SQ/HC</p> <p>"LARRY"</p> <p>SS MID 1/3</p> <p>H X</p> <p>S S/F</p> <p>C TIGHT 1/3</p>	<p>"READ" TO "BACKER" (F) (H)</p> <p>(#) Z</p> <p>Y</p> <p>M S/E B/F</p> <p>C READ 1/3 LOOSE 1/3</p> <p>FS MID 1/3 C/H</p> <p>B SQ/HC</p> <p>"RALPH" TO "LARRY"</p> <p>SS C/H MID 1/3</p> <p>H X</p> <p>S R/E S/F</p> <p>C READ 1/3 LOOSE 1/3</p>
KINGS TRIPS LT/Z-DEUCE-N/Z-MOTION	KINGS RT/Z-MOTION
<p>"BACKER" (H)</p> <p>(#) Z</p> <p>X</p> <p>Y</p> <p>M B/E S/F</p> <p>C LOOSE 1/3 TIGHT 1/3</p> <p>SS C/H MID 1/3</p> <p>"LARRY" TO "RALPH"</p> <p>FS MID 1/3 C/H</p> <p>H W</p> <p>S S/E B/F</p> <p>C TIGHT 1/3 LOOSE 1/3</p>	<p>"BACKER" (H)</p> <p>(#) W</p> <p>Y</p> <p>M B/F</p> <p>C LOOSE 1/3</p> <p>FS C/H</p> <p>B SQ/HC</p> <p>"LARRY"</p> <p>SS MID 1/3</p> <p>H X</p> <p>S S/F</p> <p>C TIGHT 1/3</p>
FLUSH LT/Z-MOTION	KINGS FAR RTA
<p>"BACKER" (H)</p> <p>(#) Z</p> <p>X</p> <p>Y</p> <p>M B/F</p> <p>C LOOSE 1/3</p> <p>SS C/H</p> <p>B SQ/HC</p> <p>"LARRY"</p> <p>FS MID 1/3</p> <p>H V</p> <p>S S/F</p> <p>C TIGHT 1/3</p> <p>W</p>	<p>"BACKER" (H)</p> <p>(#) U</p> <p>Y</p> <p>M S/F</p> <p>C TIGHT 1/3</p> <p>FS MID 1/3</p> <p>B SQ/HC</p> <p>"RALPH"</p> <p>SS C/H</p> <p>H Z</p> <p>S B/F</p> <p>C LOOSE 1/3</p> <p>X</p>
KINGS FAR FLIP RIGHT/H-SC	FACE FAR TRIPS SLOT LEFT/Z-MOTION
<p>"BACKER" (H)</p> <p>(#) H</p> <p>W</p> <p>Y</p> <p>M S/E B/F</p> <p>C TIGHT 1/3 LOOSE 1/3</p> <p>FS MID 1/3 C/H</p> <p>B SQ/HC</p> <p>"RALPH" TO "LARRY"</p> <p>SS C/H MID 1/3</p> <p>H X</p> <p>S R/E S/F</p> <p>C LOOSE 1/3 TIGHT 1/3</p> <p>Z</p>	<p>"BACKER" (H)</p> <p>"READ" TO "BACKER"</p> <p>X Z</p> <p>(#) U</p> <p>Y</p> <p>M B/F</p> <p>C LOOSE 1/3</p> <p>SS C/H</p> <p>B SQ/HC</p> <p>"LARRY"</p> <p>FS MID 1/3</p> <p>H</p> <p>S S/F</p> <p>C READ 1/3 TIGHT 1/3</p>

**DIME INSIDE
PACKAGE**

A 4 UNDER 3 DEEP ZONE WITH THE NICKEL AND DIME ALIGNING STRONG AND WEAK. CORNERS WILL ALIGN RIGHT AND LEFT. SAFETIES WILL ALIGN STRONG AND WEAK. ALL MOTION WILL BE BUMPED ACROSS THE FORMATION.

WE WILL MAKE A RALPH-LARRY CALL TO DICTATE WHICH SAFETY WILL ROTATE INTO THE CURL-HOOK. THE NICKEL AND DIME WILL PLAY BUZZ/FLAT TO THE CALL, SEAM/FLAT AWAY FROM THE CALL. CORNERS WILL ALWAYS HAVE THE DEEP OUTSIDE 1/3.

WE CAN TAKE THE RALPH-LARRY CALL TO STRENGTH OR RIGHT/LEFT.

BACKER

HOOK/CURL AWAY FROM THE CALL. SQUIRM/HOOK-CURL TECHNIQUE.

NICKEL & DIME

ALIGN STRONG & WEAK AND STAY VS. MOTION.

TO THE CALL = BUZZ FLAT
AWAY FROM THE CALL = SEAM/FLAT

CORNERS

ALIGN RIGHT AND LEFT AND PLAY THE DEEP 1/3, LOOSE OR TIGHT. LOOSE TO CALL, TIGHT AWAY FROM CALL.

SAFETIES

ALIGN STRONG AND WEAK - MAKE RALPH-LARRY CALL. SAFETY TO THE CALL PLAY HOOK-CURL. SAFETY AWAY FROM CALL PLAY DEEP MIDDLE 1/3.

DIME ZONE PACKAGE



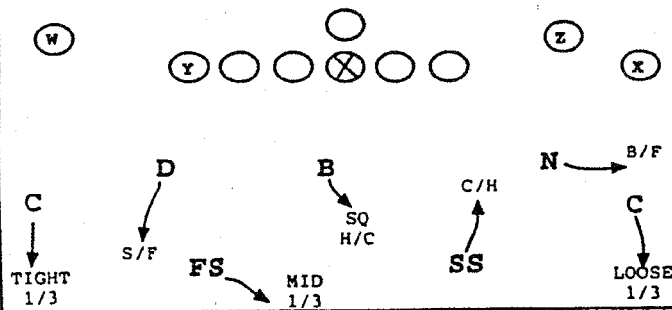
DIME INSIDE STRONG

SPLIT LEFT 1	SPLIT SLOT LT/ Z-MOTION 2
<p>"SKY" (F) (H) "SKY"</p> <p>(Z) (Y) () () () (X)</p> <p>N B/F B SQ/HC D S/F</p> <p>C LOOSE 1/3 "LARRY" C TIGHT 1/3</p> <p>SS C/H FS MID 1/3</p>	<p>"SKY" (H) (F) "READ" TO "SKY"</p> <p>(X) (Z) () () () (Y)</p> <p>N B/F B SQ/HC D S/F B/F</p> <p>C LOOSE 1/3 "LARRY" TO FS C READ 1/3</p> <p>SS C/H "RALPH" MID 1/3 C/H LOOSE 1/3</p>
TWIN LEFT/ H-CLOSE 3	TWIN LT/ H-CRACK (TREAT AS KINGS) 4
<p>"SKY" (F) "SKY"</p> <p>(Z) (Y) () () () (H) (X)</p> <p>N B/F B SQ/HC D S/F</p> <p>C LOOSE 1/3 "LARRY" C TIGHT 1/3</p> <p>SS C/H FS MID 1/3</p>	<p>"SKY" (F) "SKY"</p> <p>(Z) (Y) () () () (H) (X)</p> <p>D S/F B SQ/HC N B/F</p> <p>C TIGHT 1/3 "RALPH" C LOOSE 1/3</p> <p>FS MID 1/3 SS C/H</p>
ACE RIGHT 5	ACE TRIPS SLOT LT/ Z-MOTION 6
<p>"SKY" (H) "SKY"</p> <p>(X) (U) () () () (Y) (Z)</p> <p>D S/F B SQ/HC N B/F</p> <p>C TIGHT 1/3 "RALPH" C LOOSE 1/3</p> <p>FS MID 1/3 SS C/H</p>	<p>"SKY" (H) "READ" TO "SKY"</p> <p>(X) (Z) () () () (Y)</p> <p>N B/F B SQ/HC D S/F B/F</p> <p>C LOOSE 1/3 "LARRY" TO FS C READ 1/3</p> <p>SS C/H "RALPH" MID 1/3 C/H LOOSE 1/3</p>
KINGS NEAR LT 7	KINGS FAR LT / Z-MOTION 8
<p>"SKY" (H) "SKY"</p> <p>(X) (Z) () () () (Y) (W)</p> <p>N B/F B SQ/HC D S/F</p> <p>C LOOSE 1/3 "LARRY" C TIGHT 1/3</p> <p>SS C/H FS MID 1/3</p>	<p>"SKY" (H) "SKY"</p> <p>(X) (Z) () () () (Y) (W)</p> <p>N B/F B SQ/HC D S/F B/F</p> <p>C LOOSE 1/3 "LARRY" TO FS C READ 1/3</p> <p>SS C/H "RALPH" MID 1/3 C/H LOOSE 1/3</p>

DIME INSIDE RT/LT

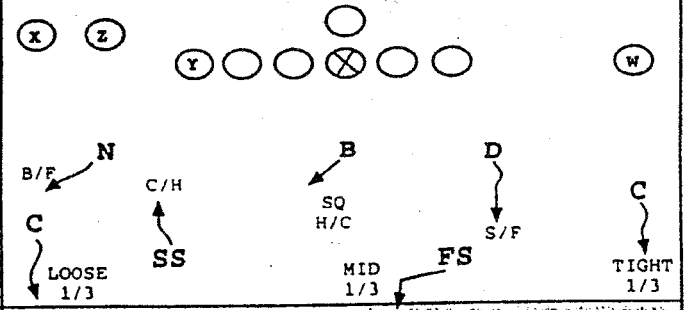
"RALPH"

RIGHT →



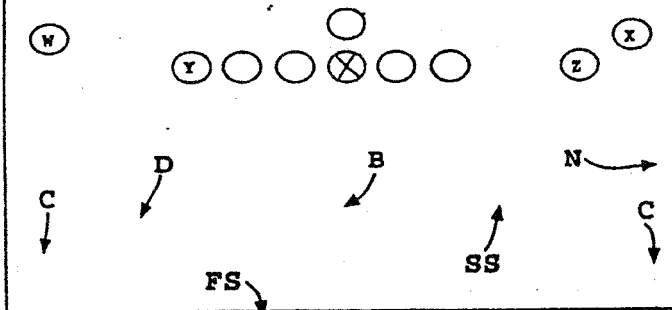
"LARRY"

← LEFT



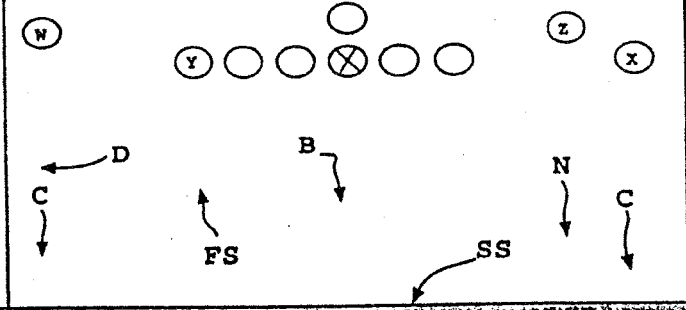
"RALPH"

RIGHT →



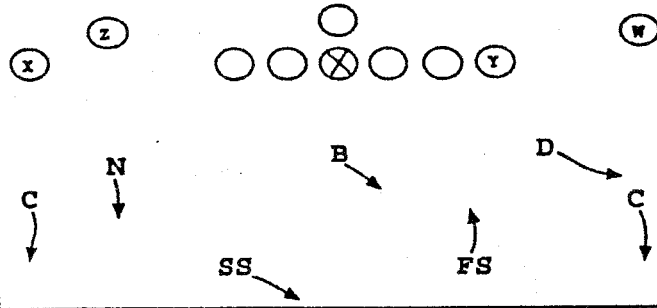
"LARRY"

← LEFT



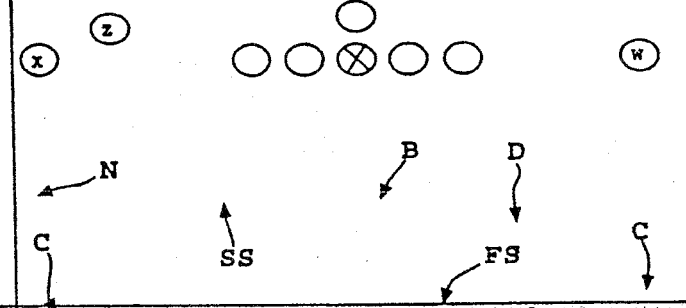
"RALPH"

RIGHT →



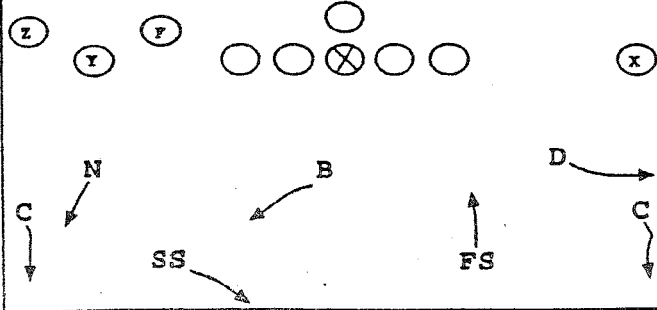
"LARRY"

← LEFT



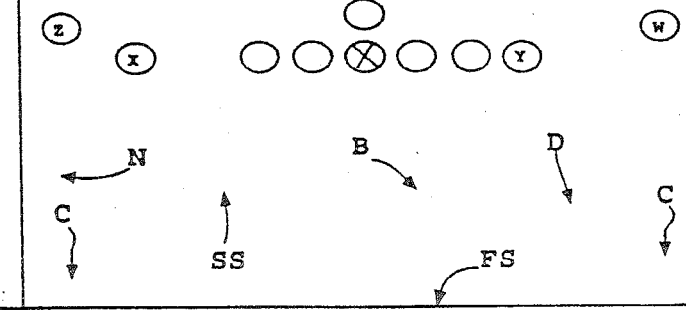
"RALPH"

RIGHT →



"LARRY"

← LEFT



DIME INSIDE JERSEY

TWIN LT/H-CRACK

1

SPLIT SLOT RIGHT/ Z-MOTION

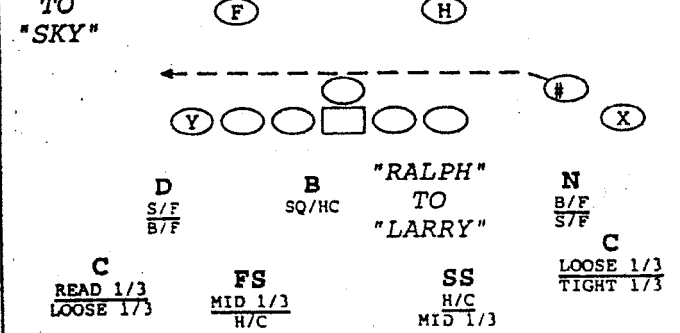
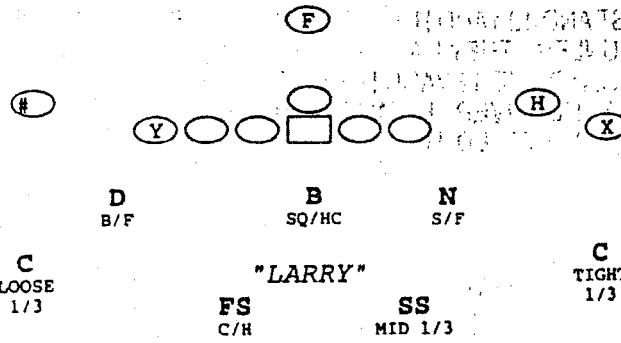
2

"SKY"

"SKY"

"READ"
TO
"SKY"

"SKY"



REGULAR NEAR LT / H-2

3

TWIN LT / H-CRACK / H-3

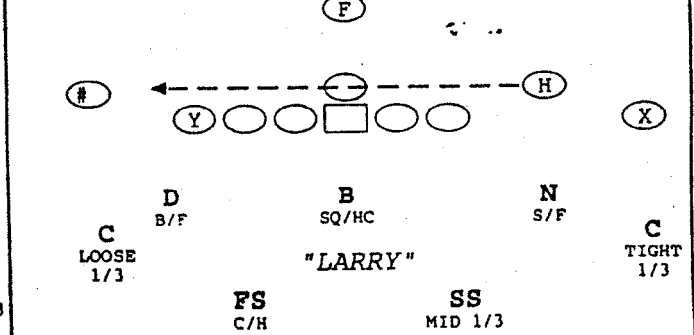
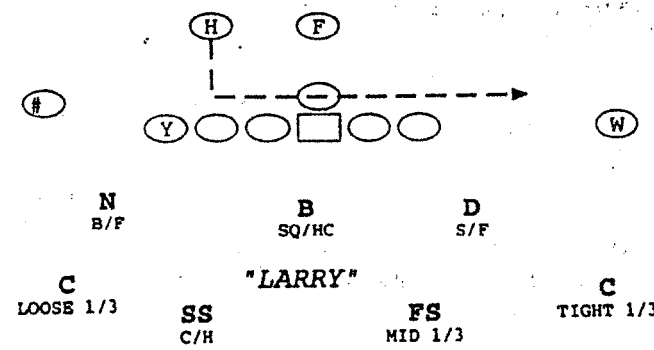
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"SKY"

"SKY"

"SKY"

"SKY"



KINGS FAR LT.

5

KINGS FAR RIGHT

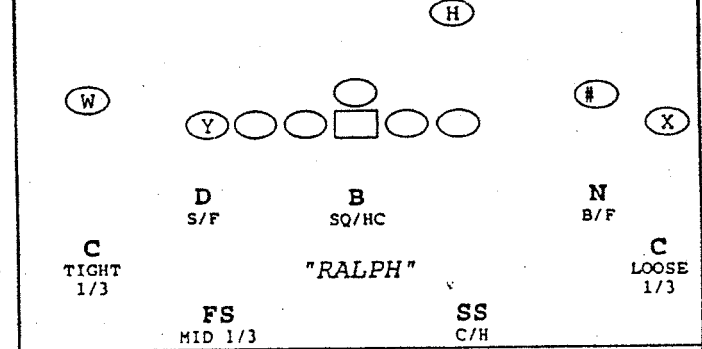
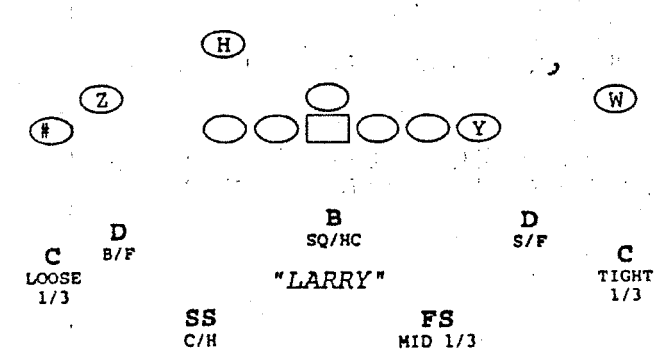
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"SKY"

"SKY"

"SKY"

"SKY"



KINGS FAR FLIP RT / Z-MOTION

7

ACE LT

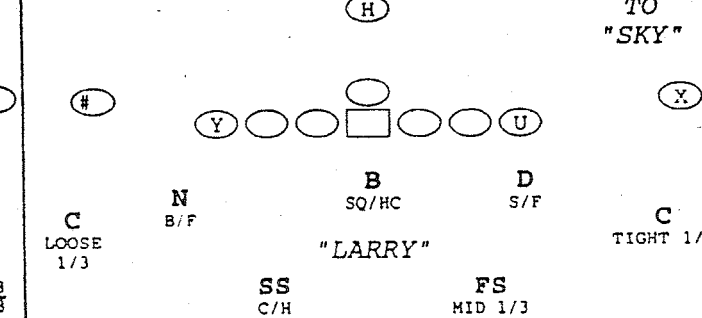
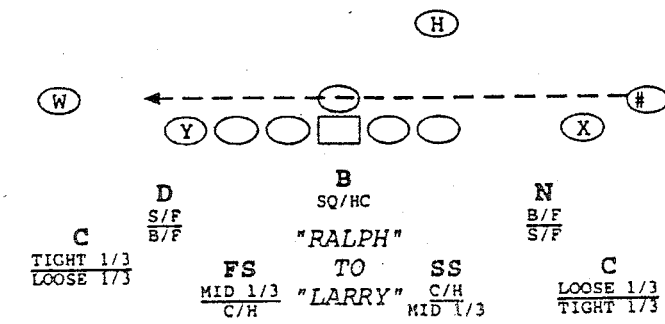
8

"SKY"

"SKY"

"SKY"

"READ"
TO
"SKY"



DIME 51

A MAN-FREE COVERAGE WITH HELP IN THE DEEP POST AND 12 YARD HOLE AREA. CORNERS WILL PLAY OUTSIDE MAN ON THE WIDE RECEIVERS UNLESS THEY HAVE A WIDE SPLIT, THEN PLAY THEM INSIDE. FREE SAFETY WILL WORK INTO THE 12 YARD HOLE AREA AND LOOK TO PICK UP THE FIRST INSIDE ROUTE BY A WIDE RECEIVER. HE WILL CALL THE COVER MAN'S FIRST NAME. ONCE COVER MAN'S NAME IS CALLED, HE SHOULD SLUFF AND LOOK TO REPLACE THE FS IN THE HOLE.

- BACKER**
- TAKE MAN ALIGNMENT RULES
 - MANBO WITH NICKEL IF F IS OFFSET TO TE
- DIME**
- TAKE MAN ALIGNMENT RULES
 - CLOSE UP AND PLAY TIGHT INSIDE MAN TECHNIQUE
 - MANBO WITH NICKEL IF YOUR BACK IS OFFSET TO TE VERSUS ALL PERSONNEL.
- NICKEL**
- ALIGN ON AND COVER #2 STRONG W/M.
 - VERSUS OFFSET BACK TO TE MANBO
- CORNERS**
- ALIGN AND COVER #1 TO YOUR SIDE VERSUS ALL PERSONNEL. RUN WITH CHANGE OF STRENGTH MOTION. ALIGN ON X AND W VERSUS KINGS TRIPS SPEED.
 - PLAY OUTSIDE TECHNIQUE EXCEPT VERSUS WIDE SPLIT THEN MOVE INSIDE. LISTEN FOR NAME CALL BY FS.
- STRONG SAFETY**
- ALIGN STRONG VERSUS ALL PERSONNEL. PLAY DEEP MIDDLE 1/3
- FREE SAFETY**
- ALIGN WEAK VERSUS ALL PERSONNEL. WORK INTO 12-YARD HOLE AREA ON SNAP AND LOOK TO GET PASS MADE ON THE 1ST INSIDE ROUTE BY A WR (NAME CALL)



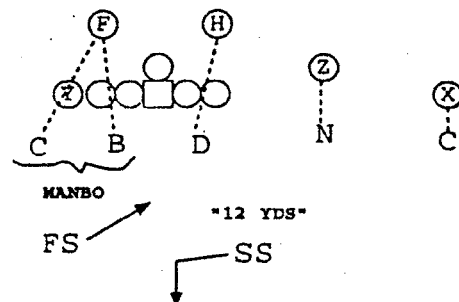
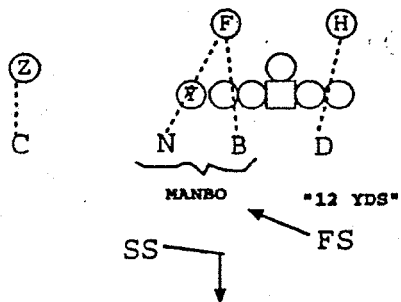
DIME 51

"CORE"

"CORE"

"CORE"

"CORE"

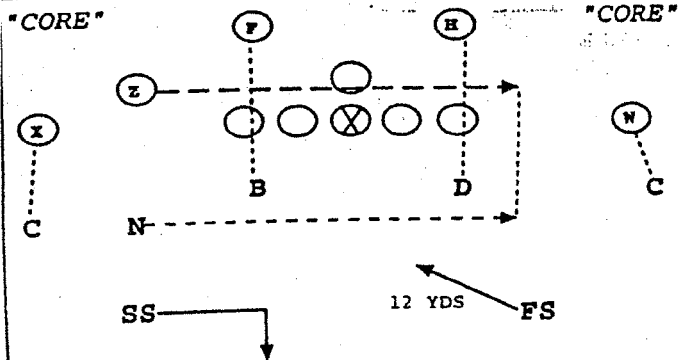


POSITION	ALIGNMENT	KEY	RUN RESPONSIBILITY	PASS RESPONSIBILITY
BACKER	ON YOUR COVERAGE X 4 YDS	TO BACKS THRU GUARD	DEPENDS ON FRONT CALL	COVER F MAN TO MAN (MAN ALIGNMENT RULES) CP - MANBO WITH NICKEL VS
DIME	ON YOUR COVERAGE X 4 YDS	TO BACKS THRU GUARD	DEPENDS ON FRONT CALL	(MAN ALIGNMENT RULES) CP - CLOSE UP INSIDE OUT WHEN H IS RELEASING
NICKEL	2 YDS OUTSIDE TE X 4 YDS DEEP	THRU TE TO BACK	RUN TO: READ FORCE RUN AWAY: BACKSIDE LEVERAGE	COVER #2 STRONG MAN TO MAN CP - MANBO WITH BACKER VS OFF-SET BACK
CORNERS	OUTSIDE ON WR X 8 TO 10 YDS OR PRESS	OFF-3 STEP DROP PRESS-MAN	RUN TO: SECONDARY FORCE RUN AWAY: ARC	COVER #1 YOUR SIDE MAN TO MAN CP - PLAY OUTSIDE MAN TECH AND LISTEN FOR NAME CALL ON ANY INSIDE ROUTE. SLUFF AND LOOK FOR WORK IF FS CALLS YOU OFF
STRONG SAFETY	ALIGN IN 2 DEEP ALIGNMENT X 12 YDS	THRU #2 TO BACKS	RUN TO: FILL RUN AWAY: FILL	DEEP MIDDLE 1/3 CP - KEY QB AND BREAK ON BALL. MUST STAY OVER THE TOP OF THE DEEPEST THREAT
FREE SAFETY	ALIGN IN 2 DEEP ALIGNMENT X 12 YDS	THRU UNCOVERED LINEMAN TO BACKS	RUN TO: FILL RUN AWAY: FILL	12 YARD HOLE AREA CP - WORK INTO HOLE AREA AND LOOK TO GET A PASS MADE ON THE FIRST INSIDE ROUTE BY A WR. CALL COVER MAN'S 1ST NAME AND PICK UP HIS COVERAGE

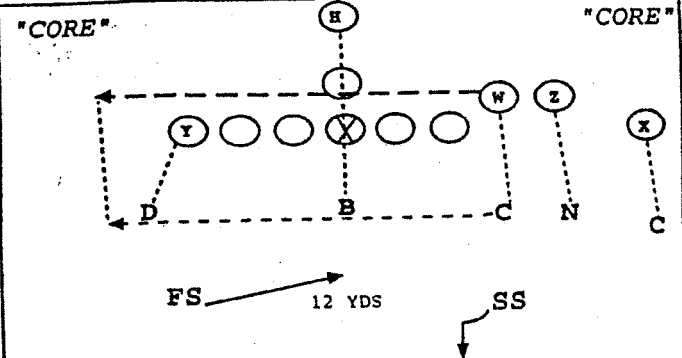


DIME 51

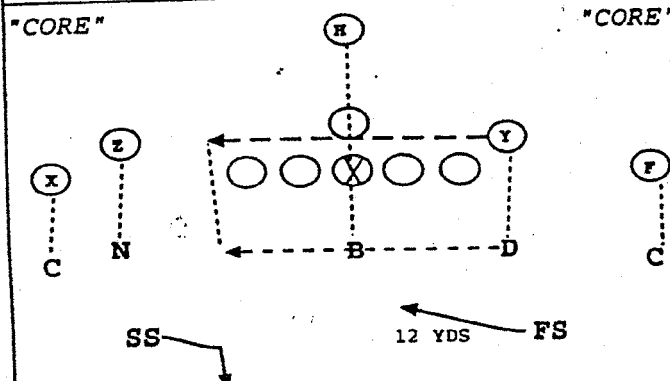
QUEENS LEFT / Z-MOTION



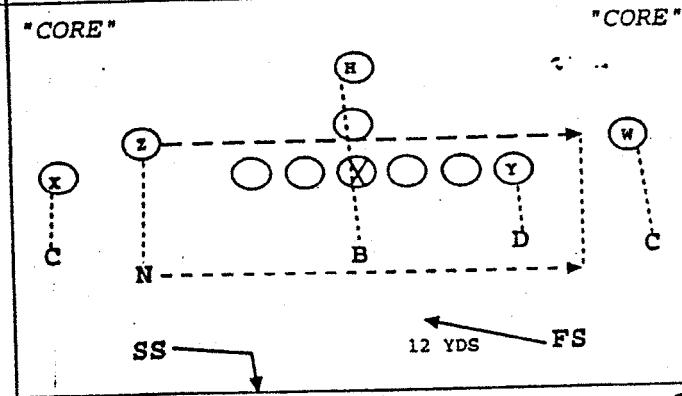
KINGS TRIPS SPEED RT / W-2



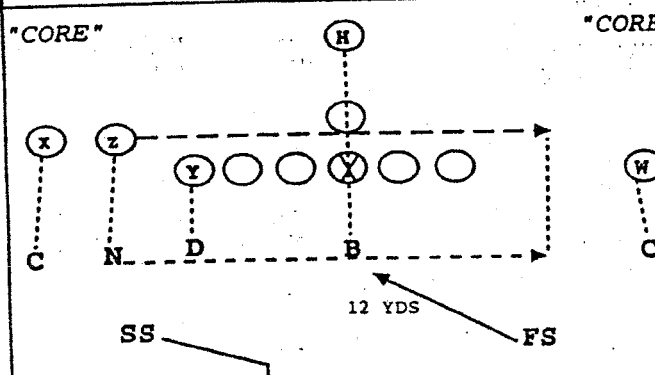
KINGS LEFT / Y-3



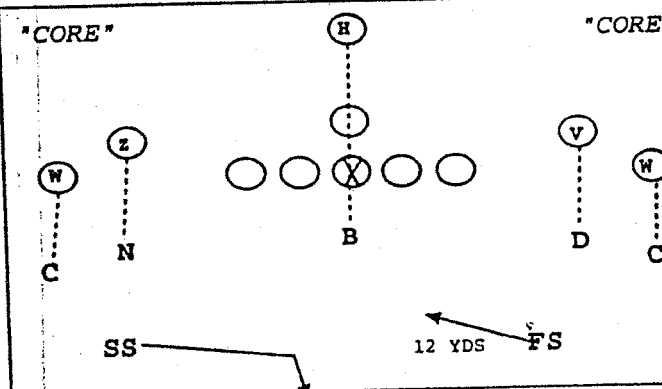
KINGS LEFT / Z-MOTION



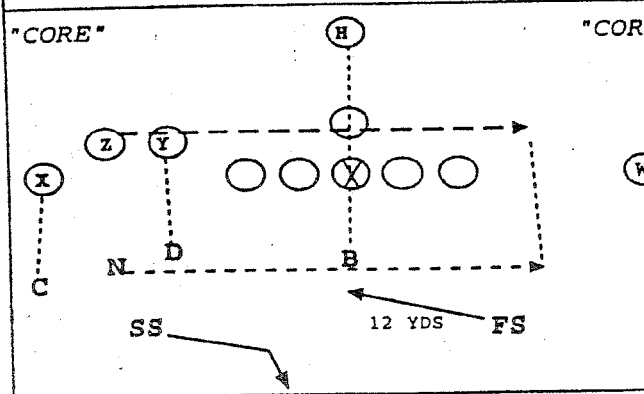
KINGS TRIPS LT / Z-MOTION



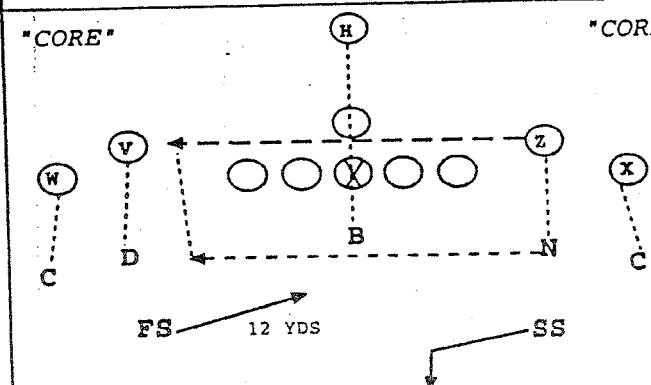
FLUSH LEFT



FLUSH TRIPS LEFT / Z-2



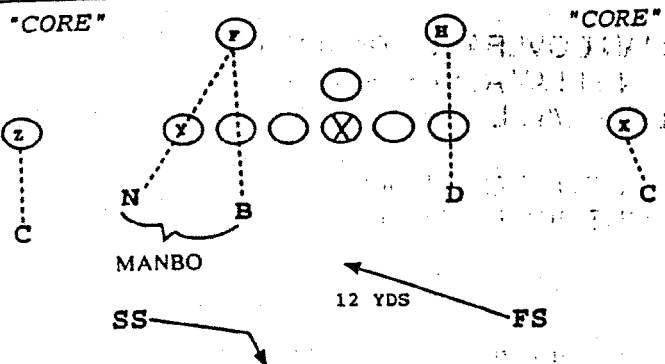
FLUSH RIGHT / Z-MOTION



DIME 51

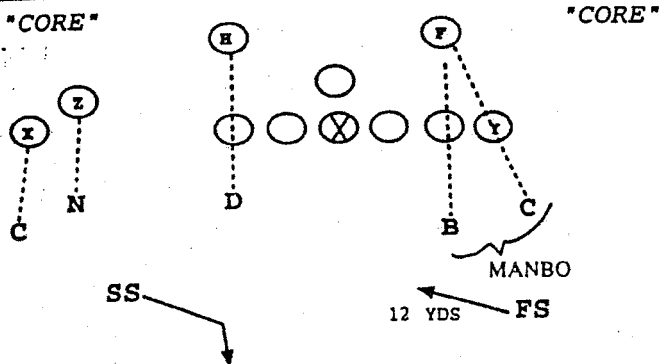
SPLIT LEFT

1



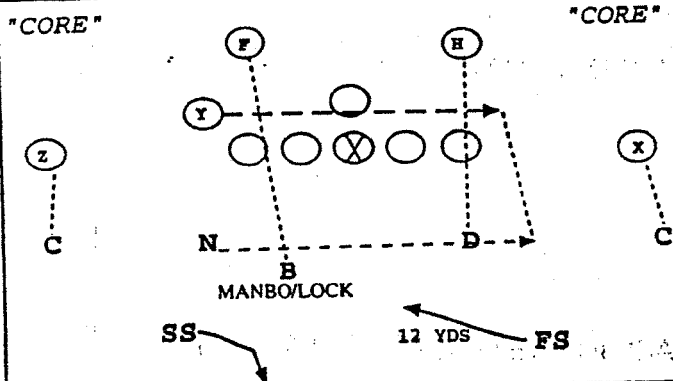
SPLIT SLOT LEFT

2



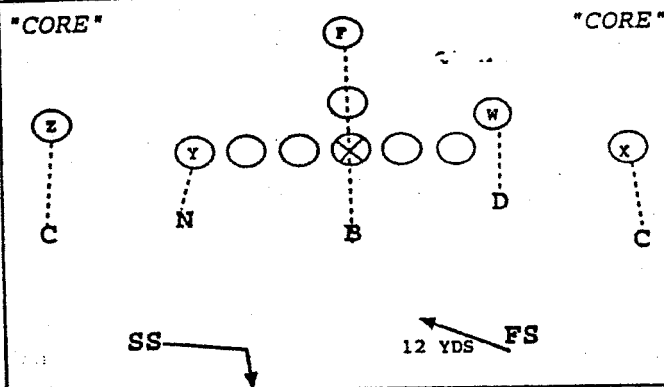
SPLIT LEFT / Y-OFF / Y-MOTION

3



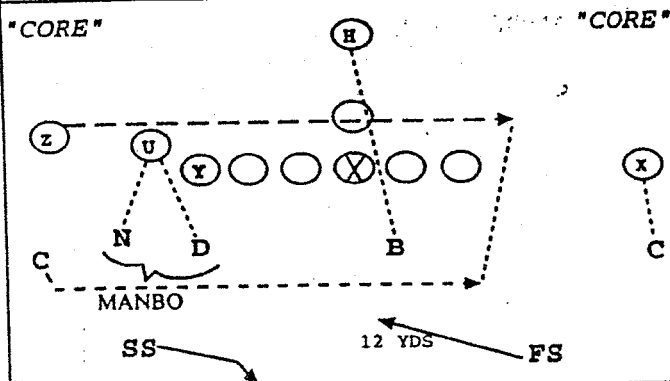
TWIN LEFT / H-CLOSE

4



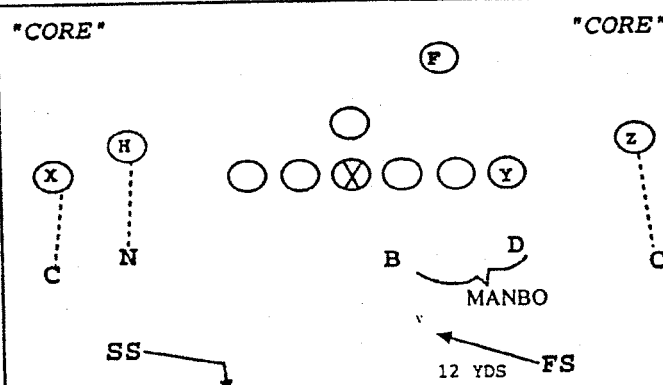
ACE TRIPS LEFT / Z-MOTION

5



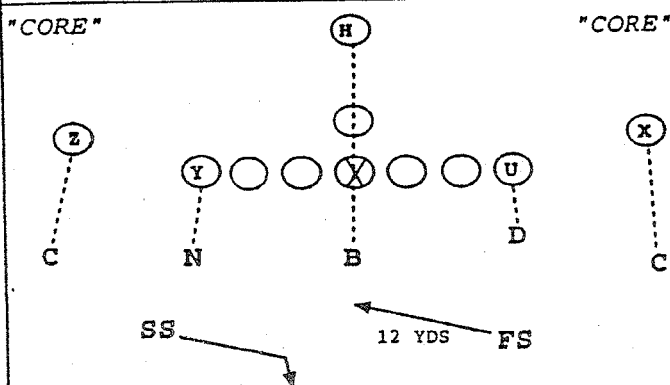
TWIN NEAR RT/H-CRACK (TREAT AS KINGS)

6



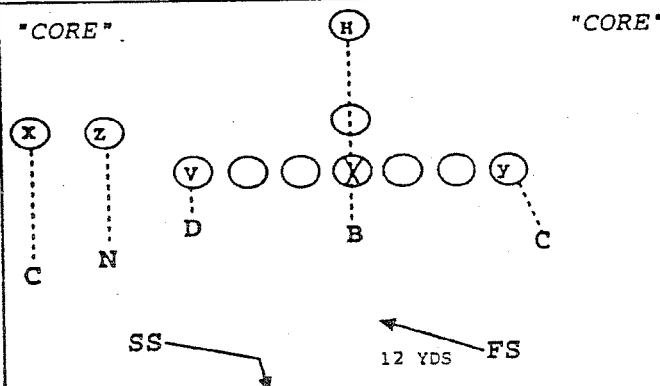
ACE LEFT

7



ACE TRIPS SLOT LEFT

8



71. HOLE

AN ADJUSTABLE 4 MAN RUSH/MAN FREE MAN COVERAGE. THE FREE SAFETY WILL PLAY 70 ALIGNMENT RULES AND PLAY ACCORDING TO THE FORMATION. SS WILL ALWAYS BE THE MIDDLE 1/3 PLAYER.

VS 2 BACK SETS WE PLAY "HOLE". FS DRIVES TO SHORT HOLE (6 YDS). COVER GUYS ON CORE RECEIVERS TAKE OUTSIDE LEVERAGE.

VS 1 BACK SETS:

1. TE / OFFSET BACK: FS MAKES "SQUEEZE" CALL TO BACKER, AND FS & BACKER WORK DOUBLE ON BACK. COVER GUY ON TE GOES TO INSIDE LEVERAGE.
2. TE/BACK AT HOME: FS MAKES "LOCK" CALL. BACKER LOCKS UP ON BACK/COVER GUY ON TE LOCKS UP-INSIDE LEVERAGE AND FS GOES TO DEEP HOLE 10-12 YDS. DEEP LOOKING TO PASS & HELP ON WR'S.

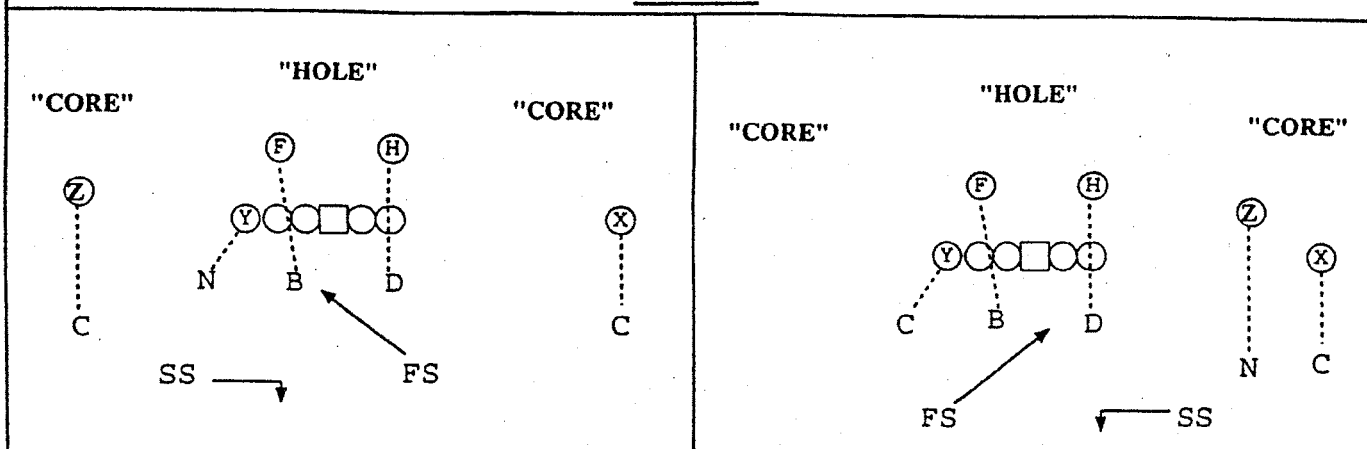
NOTES:

COVER GUYS ON DISPLACED ELIGIBLES TAKE INSIDE LEVERAGE. BY GAME PLAN WE CAN GO TO OUTSIDE LEVERAGE IN A LOCK CALL.

WE WILL LOCK ALL FORMATIONS: NO MANBO, TANGO, OR SAMBO.

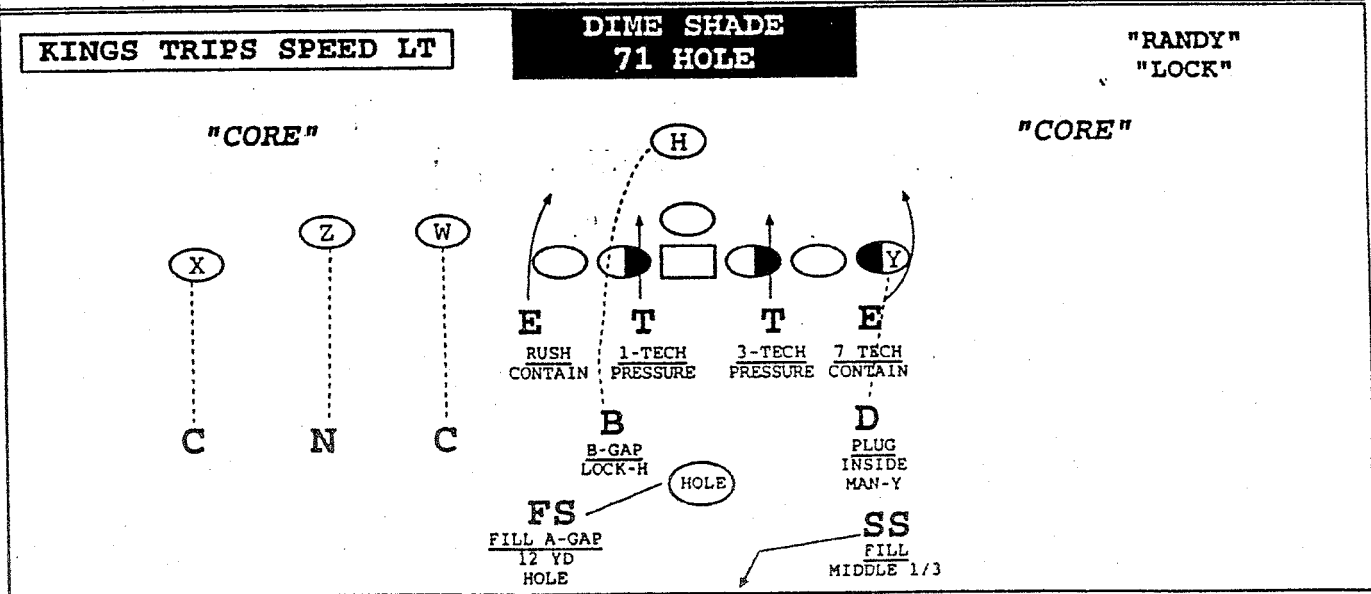
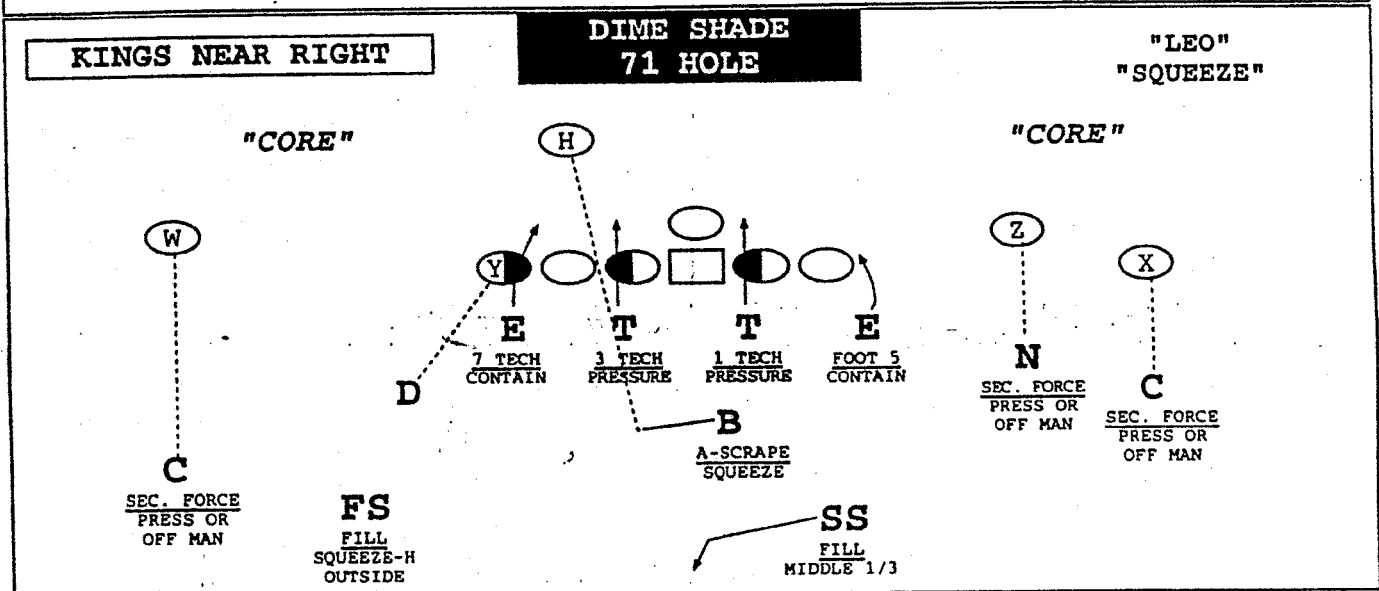
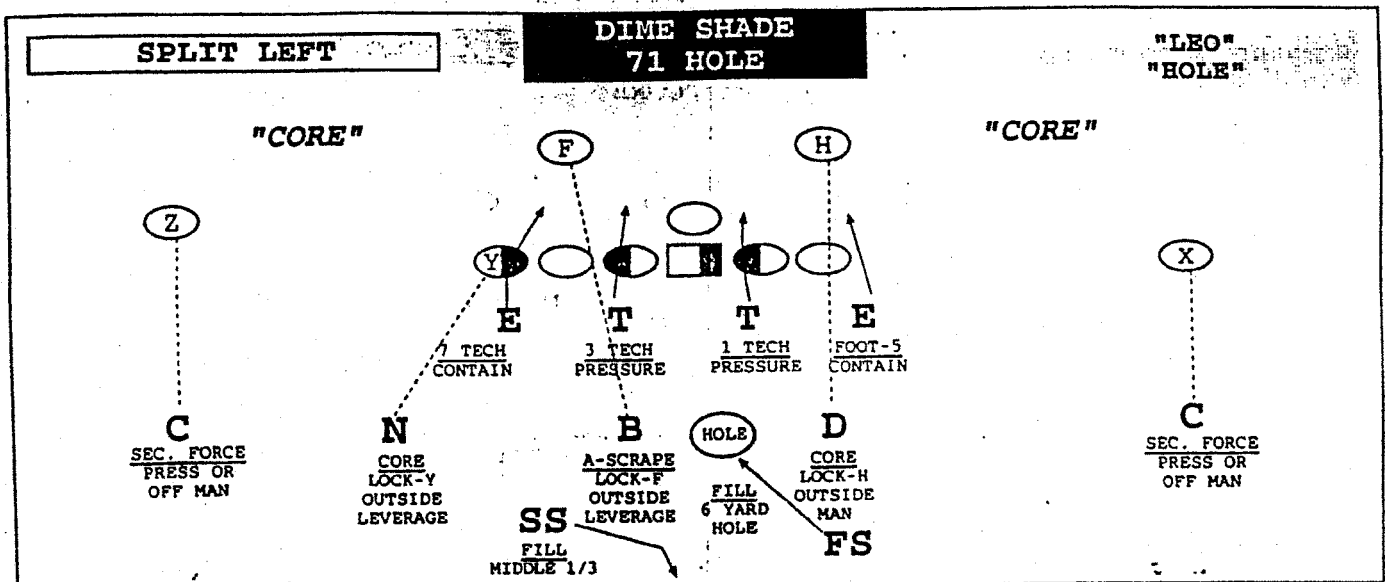


71 HOLE



POSITION	ALIGNMENT	KEY	RUN RESPONSIBILITY	PASS RESPONSIBILITY
BACKER	ON YOUR COVERAGE	COVERAGE TO LINEMEN	DEPENDS ON FRONT CALLED	MAN ON ASSIGNED RECEIVER 1 BACK SET - "SQUEEZE" CALL VS OFFSET BACK - "LOCK" CALL TE/BACK AT HOME 2 BACK SET - OUTSIDE LEVERAGE MAN
DIME	ON YOUR COVERAGE	COVERAGE TO LINEMEN	DEPENDS ON FRONT CALLED	MAN ON ASSIGNED RECEIVER
NICKEL	ON YOUR COVERAGE	COVERAGE TO LINEMEN	RUN TO: DEPENDS ON ENDS' ALIGNMENT RUN AWAY: PURSUIT	MAN ON ASSIGNED RECEIVER CP - VS. ALL PERSONNEL COVER #2 STRONG
STRONG SAFETY	WALK TO DEEP MIDDLE ALIGNMENT X 12 YDS.	THRU UNCOVERED LINEMAN TO BACKS	RUN TO: FILL RUN AWAY: FILL	DEEP MIDDLE 1/3
FREE SAFETY	MOVE TO 7 ALIGNMENT FROM 5	THRU LINEMEN TO BACK TO WR	RUN TO: FILL RUN AWAY: FILL	SHORT HOLE VS 2 BACK SETS CP: 1 BACK SETS - "SWAP" CALL VS ROC - "SQUEEZE" CALL VS TE/FAR - "LOCK" VS TE/BACK AT HOME

NOTE: WE WILL LOCK ALL FORMATIONS NO MANBO, TANGO, OR SAMBO.

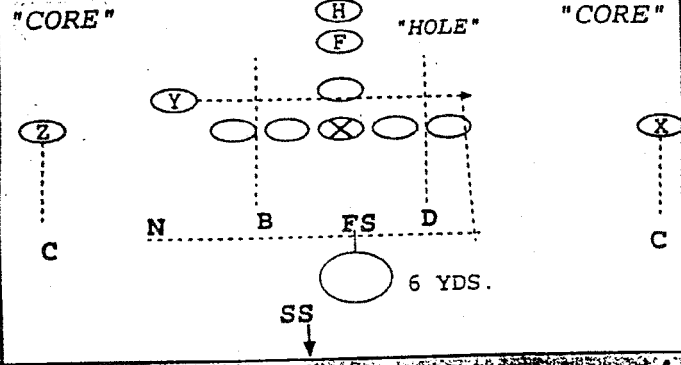
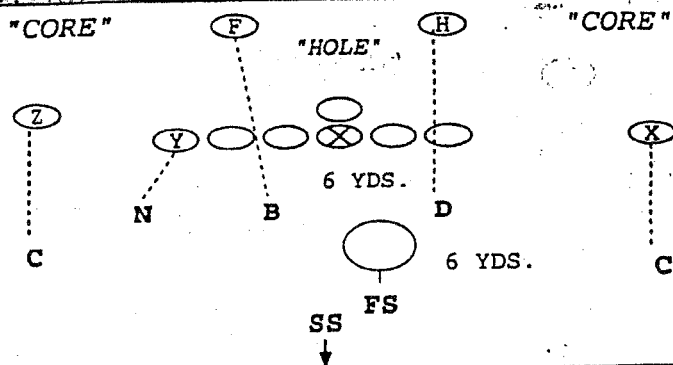


71 HOLE

SPILT LEFT

ACE LEFT / Y-OFF / Y-MOTION

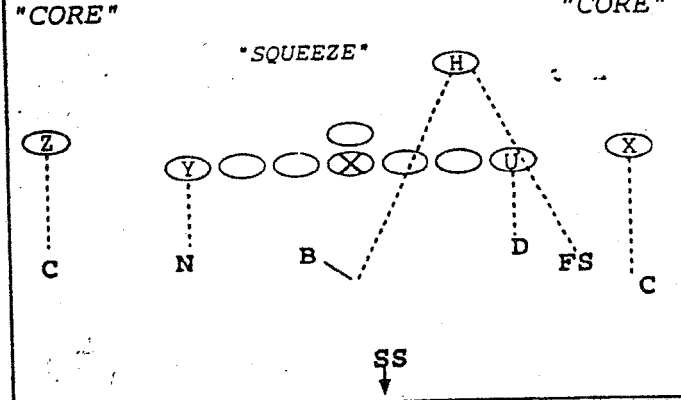
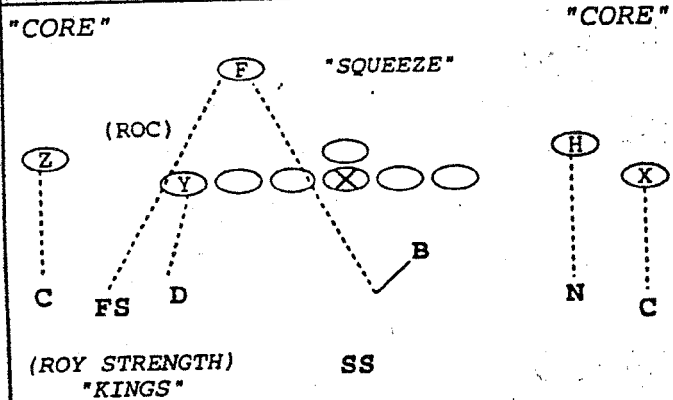
2



TWIN NEAR LEFT / H-CRACK

ACE FAR LEFT

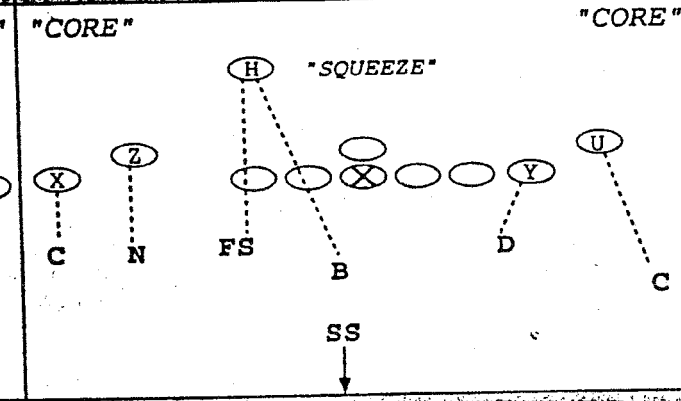
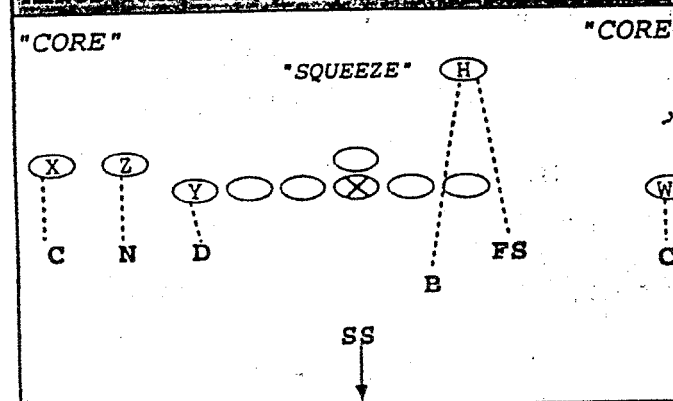
4



KINGS FAR TRIPS LEFT

ACE FAR SLOT LEFT

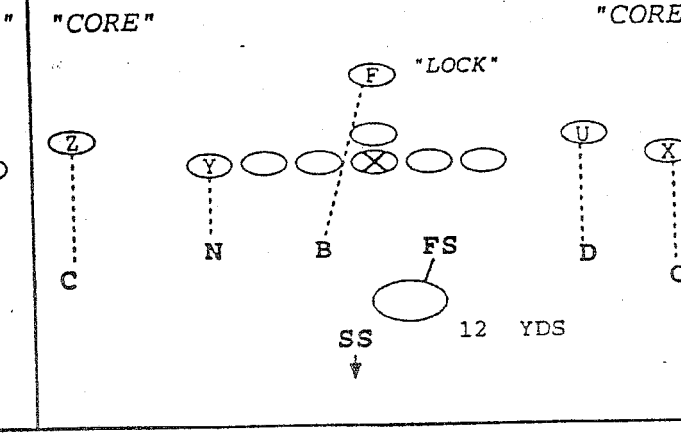
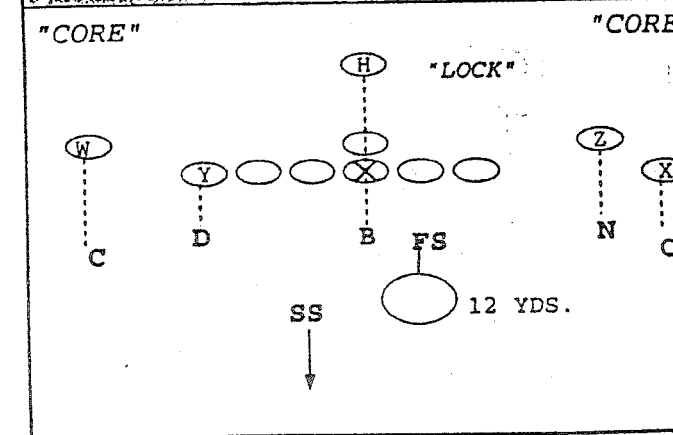
6



KINGS RIGHT

ACE LEFT / U-OFF

8



DIME BACKER DOG

FRONT MECHANICS

A 5 MAN RUSH WITH THE BACKER AS THE 5TH RUSHER.

BACKER THE BACKER WILL RUSH THRU THE B-GAP UNLESS IT IS CALLED WITH A STUNT. THE BACKER WILL MAKE A RIGHT OR LEFT CALL TO THE SIDE HE IS RUSHING, UNLESS A CALLED STUNT REQUIRES A DIFFERENT CALL. THE BACKER WILL RUSH TO THE SIDE OF HIS MAN ALIGNMENT UNLESS OTHERWISE GAME PLANNED (ALWAYS AWAY FROM DIME EXCEPT VS FLUSH).

TACKLES THE DT TO CALL RUSHES INTO A-GAP/ DT AWAY FROM CALL HAS A FREE RUSH. IF STUNT OR GAME IS CALLED, THE DT'S WILL RUSH ACCORDINGLY.

ENDS THE DE'S WILL CONTAIN RUSH WITH 2ND BACK RULES UNLESS THEY ARE INVOLVED IN A STUNT OR GAME.

THE EXACT WAY WE RUN A BACKER DOG CAN CHANGE FROM WEEK TO WEEK.

POSSIBLE CALLS:

TWIST BACKER DOG
TEX BACKER DOG
CANNON BACKER DOG
UNDER CANNON BACKER DOG
ARROW BACKER DOG

COVERAGE MECHANICS

COVERAGE SAFETY COVER THE BACKERS MAN FROM A 2 DEEP ALIGNMENT TO THE SIDE OF HIS COVERAGE (BY GAME PLAN, CAN COVER MAN FROM A 70 ALIGNMENT / CAN SAMBO TE/NEAR BACKWITH OTHER DB'S WHEN FORMATION DICTATES)

OTHER SAFETY PLAY THE MIDDLE 1/3 FROM A 2 DEEP ALIGNMENT OPPOSITE TO COVER SAFETY

**CORNERS
NICKEL / DIME** COVER MAN WITH INSIDE LEVERAGE
(UNLESS OTHERWISE GAME PLANNED)

AS A BASE RULE, PRESSURE RUSH WHEN MAN STAYS IN. BY GAME PLAN WE MAY HOVER. NO COVER MAN WILL PRESSURE RUSH UNLESS HE IS ALIGNED AT LB DEPTH AT THE SNAP.

DIME ZONE BLITZ



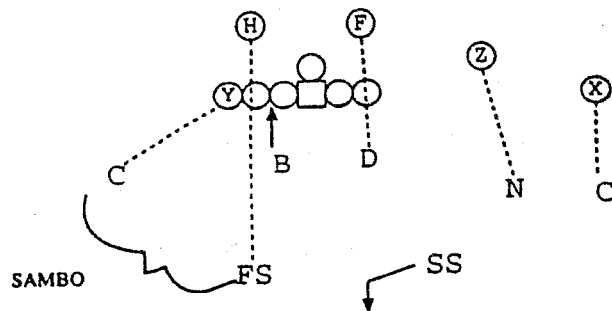
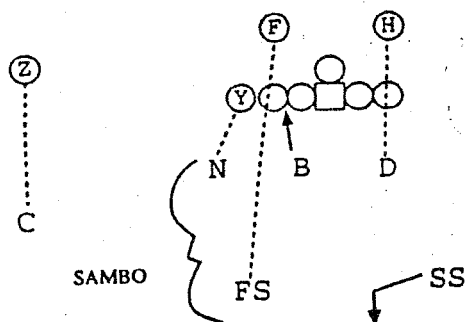
DIME BACKER DOG

"CORE"

"CORE"

"CORE"

"CORE"

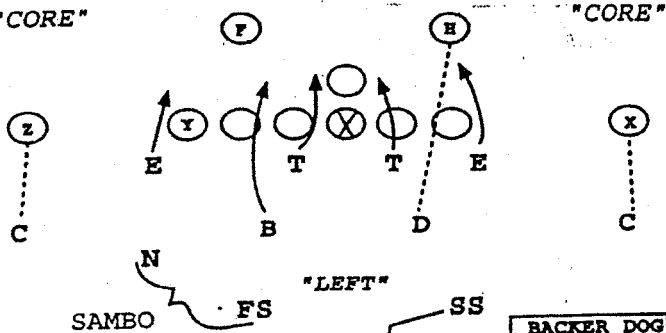


POSITION	ALIGNMENT	KEY	RUN RESPONSIBILITY	PASS RESPONSIBILITY
BACKER	ON YOUR COVERAGE	THRU LINEMEN TO BACKS	DOG IN ASSIGNED GAP	DOG IN ASSIGNED GAP
DIME	ON YOUR COVERAGE	COVERAGE TO LINEMEN	RUN TO: PLUG RUN AWAY: PURSUIT	MAN ALIGNMENT RULES COVER YOUR MAN
NICKEL	ON YOUR COVERAGE	COVERAGE TO LINEMAN	RUN TO: PLUG RUN AWAY: PURSUIT	MAN #2 STRONG
CORNERS	INSIDE OR OUTSIDE SHOULDER X-8-10 YDS OR PRESS ON WR	OFF-3 STEP DROP PRESS MAN	RUN TO: SECONDARY FORCE RUN AWAY: ARC	COVER WR/MAN WITHINSIDE OR OUTSIDE TECHNIQUE DEPENDING ON SPLIT OF WR. CP - PRESS TECHNIQUE CP - POST HELP
STRONG SAFETY	DISGUISE AS 2 DEEP AND MOVE LATE	THRU LINEMEN TO BACKS	RUN TO: FILL RUN AWAY: FILL	DEEP MIDDLE 1/3
FREE SAFETY	DISGUISE AS 2 DEEP AND MOVE LATE	THRU LINEMEN TO BACKS	RUN TO: FILL RUN AWAY: BACKSIDE LEVERAGE	COVER BACKERS MAN CP - POSSIBLE SAMBO WITH NICKEL

DIME BACKER DOG

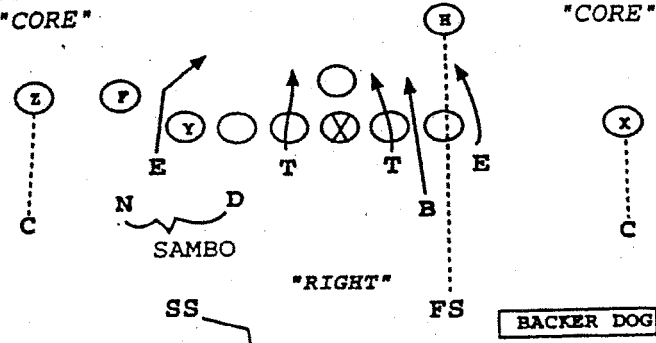
SPLIT LEFT

"CORE"



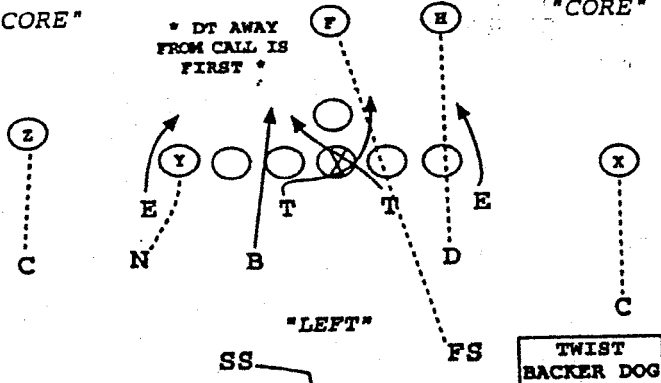
ACE FAR TRIPS LT

"CORE"



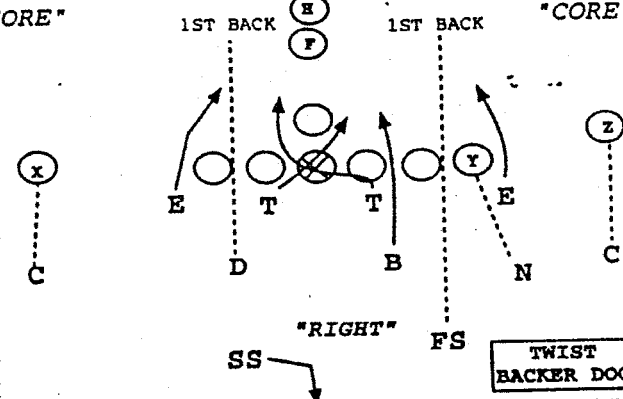
FAR LEFT

"CORE"



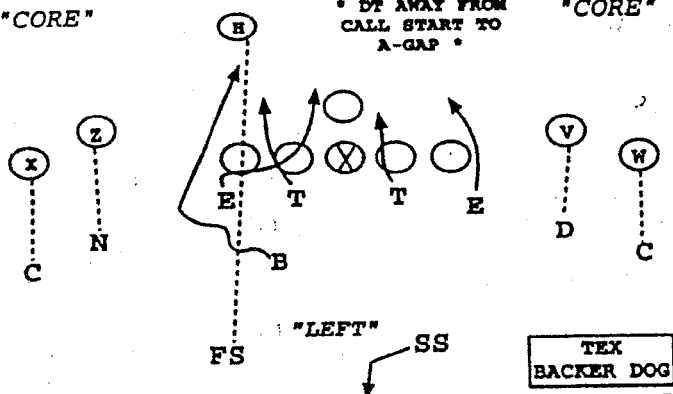
I RIGHT

"CORE"



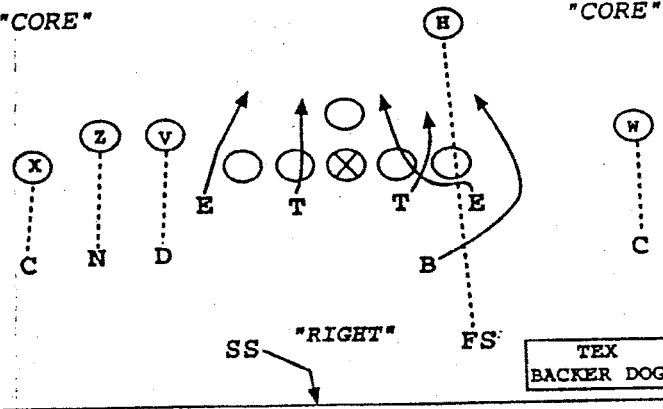
FLUSH NEAR LT

"CORE"



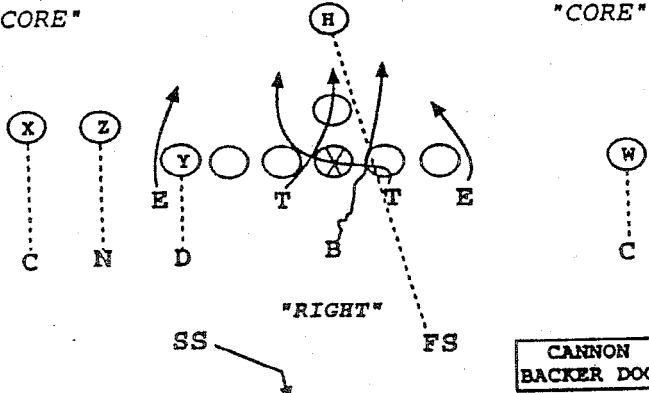
FLUSH FAR TRIPS LT

"CORE"



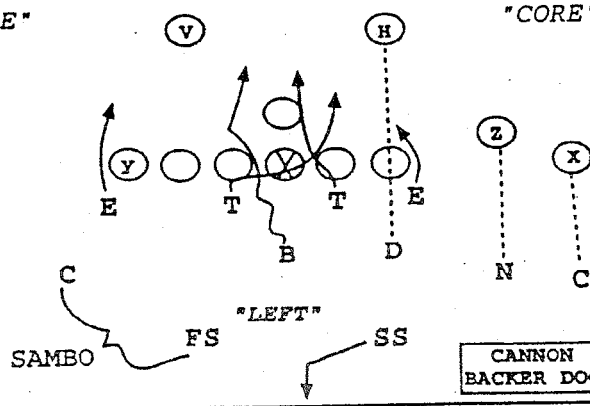
KINGS TRIPS LT

"CORE"



SPLIT SLOT RIGHT

"CORE"



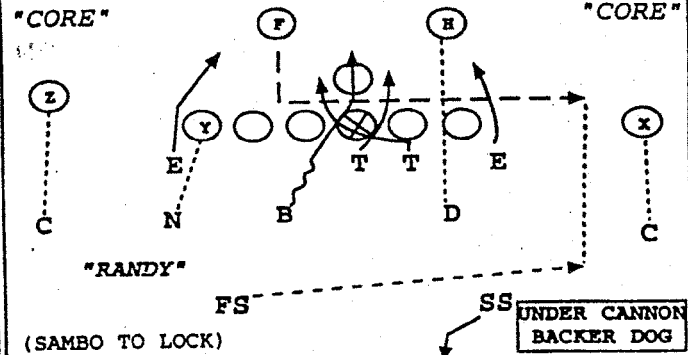
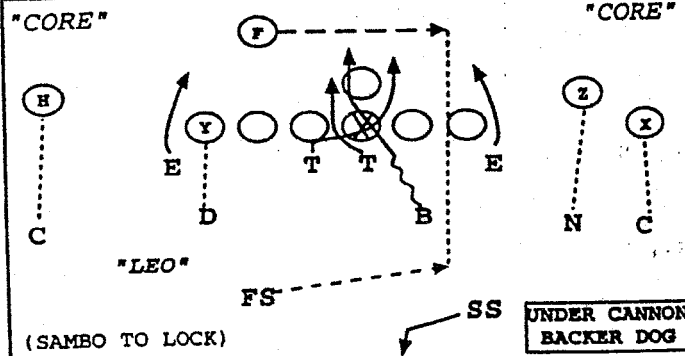
DIME BACKER DOG

TWIN NEAR SLOT RT/ H-WIDE/ F-3C

1

SPLIT LT/ F-2

2

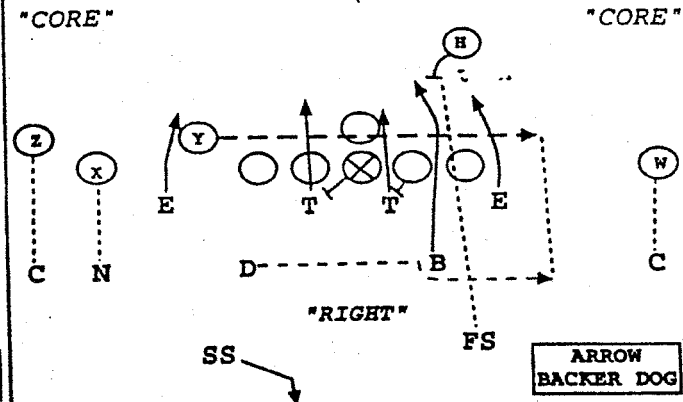
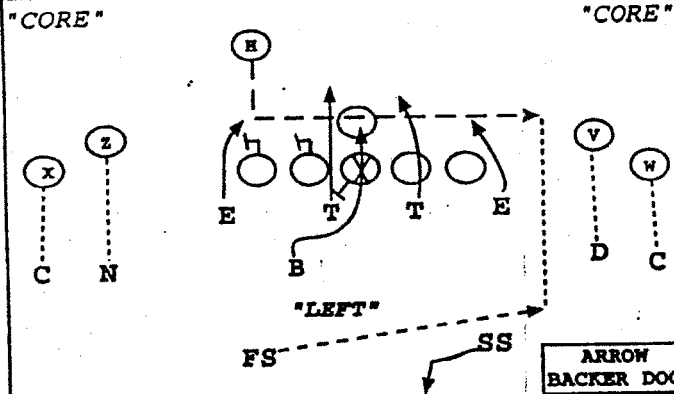


FLUSH NEAR LEFT/ H-3 WEAK

3

KINGS FAR TRIPS FLIP LT/ Y-2

4

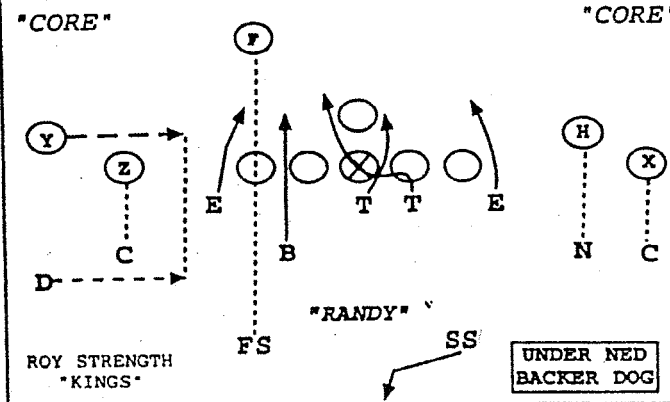
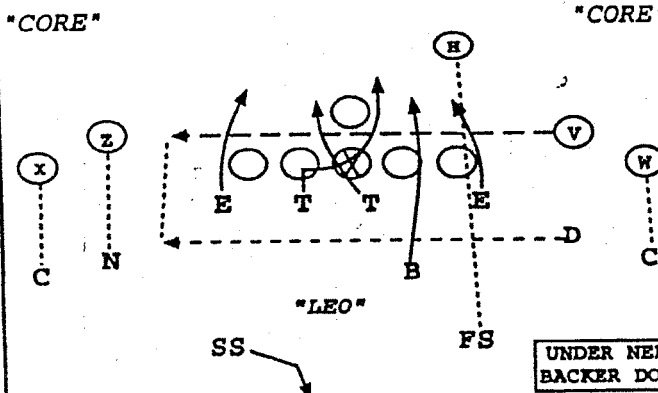


FLUSH FAR LEFT/ V-3

5

TWIN NEAR LT/ Y-WIDE, H-CRACK/ Y-IN-Z

6

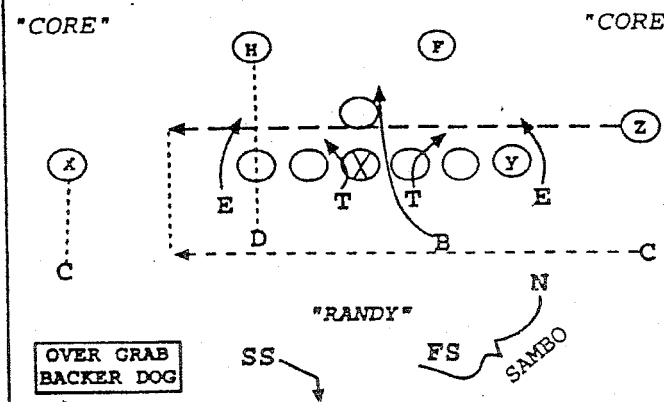
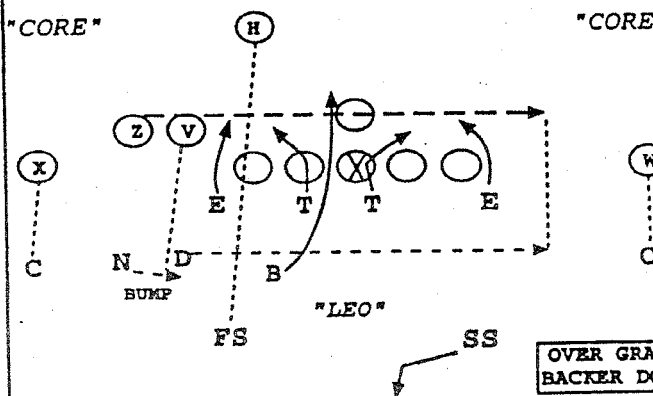


FLUSH NEAR TRIPS LT/ Z-2

7

SPLIT RT/ Z-MOTION

8



PANTHERS DEFENSE
1997 TRAINING CAMP

MTG #8
PG 25

DOLLAR PERSONNEL

FRONT

- 2 - ENDS
- 1 - TACKLE
- 2 - ILB'S

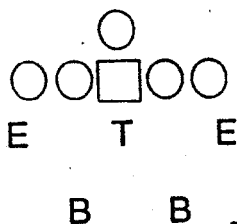
IN 4-MAN RUSH COVERAGES, ONE ILB RUSHES AND THE OTHER ONE HAS THE BACKER RESPONSIBILITIES

SECONDARY

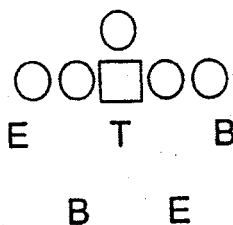
SAME AS DIME PERSONNEL
SAME AS DIME COVERAGE PACKAGE

FRONT MECHANICS

DOLLAR



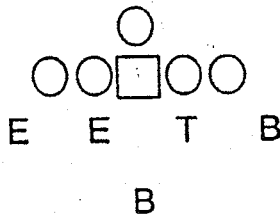
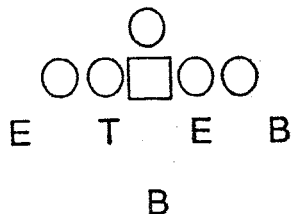
DOLLAR MAGIC



WE WILL USE MAGIC STUNTS FOR RUSH MECHANICS:

- GUN
- SWORD
- KNIFE
- RIZO
- DOOR

DOLLAR MAGIC-G



WE WILL USE THESE STUNTS FOR RUSH MECHANICS:

- DART / SWORD
- EXIT / DOOR
- TWIST



KINGS FAR TRIPS RIGHT

DOLLAR
GUN 52

"RINGO"
"RECHT"

"CLOUD"

"CLOUD"

(F)

(H)

(Z)

(X)

E
CONTAIN

T
GUN
PRESSURE

E
CONTAIN

C
FORCE
SQUAT

B
BASIC
VERT
HOOK

B
GUN
PRESSURE

D
C-GAP
MID
READ

N
PLUG
BUSTER

C
FORCE
SINK

FS
SEC. FORCE
NORMAL 1/2

SS
SEC. FORCE
TIGHT 1/2

KINGS NEAR LEFT

DOLLAR
SWORD 52

"RINGO"
"RECHT"

"CLOUD"

"CLOUD"

(X)

(Z)

(F)

(W)

E
SWORD

T
PRESSURE

E
CONTAIN

C
FORCE
SQUAT

N
PLUG
VERT. HOOK

B
SWORD

B
BASIC
MID READ

D
PLUG
BUSTER

C
FORCE
SINK

SS
SEC. FORCE
TIGHT 1/2

FS
SEC. FORCE
NORMAL 1/2



PANTHERS DEFENSE
1997 TRAINING CAMP

MTG #8
Pg 27

FULL PERSONNEL

FRONT

2 - ENDS
1 - TACKLE
1 - BACKER

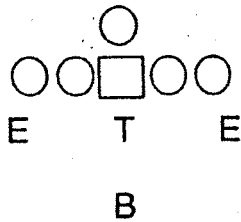
SECONDARY

SAME AS DIME PERSONNEL WITH THE ADDITION OF A 7TH DB (X)

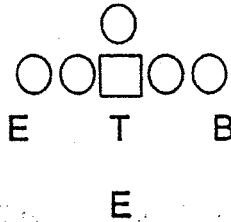
THE 7TH DB WILL TAKE THE RESPONSIBILITIES OF THE BACKER POSITION IN OUR BASE COVERAGES. HIS EXACT ALIGNMENT & DEPTH CAN AND WILL VARY.

FRONT MECHANICS

FULL



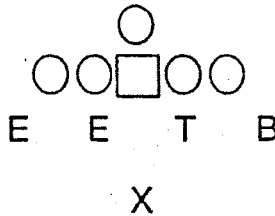
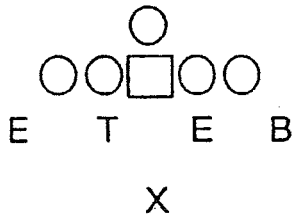
FULL MAGIC



WE WILL USE MAGIC STUNTS FOR RUSH MECHANICS:

- GUN
- SWORD
- KNIFE
- RIZO
- DOOR

DOLLAR MAGIC-G



WE WILL USE THESE STUNTS FOR RUSH MECHANICS:

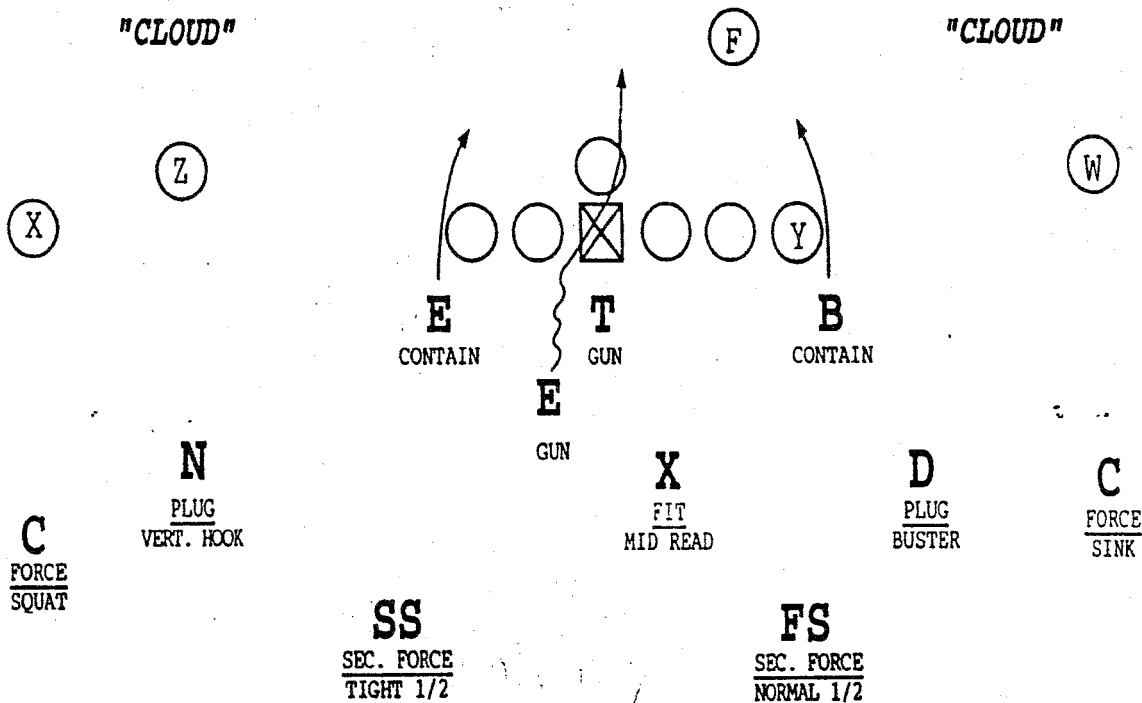
- DART / SWORD
- EXIT / DOOR
- TWIST



KINGS NEAR LEFT

FULL MAGIC GUN 52

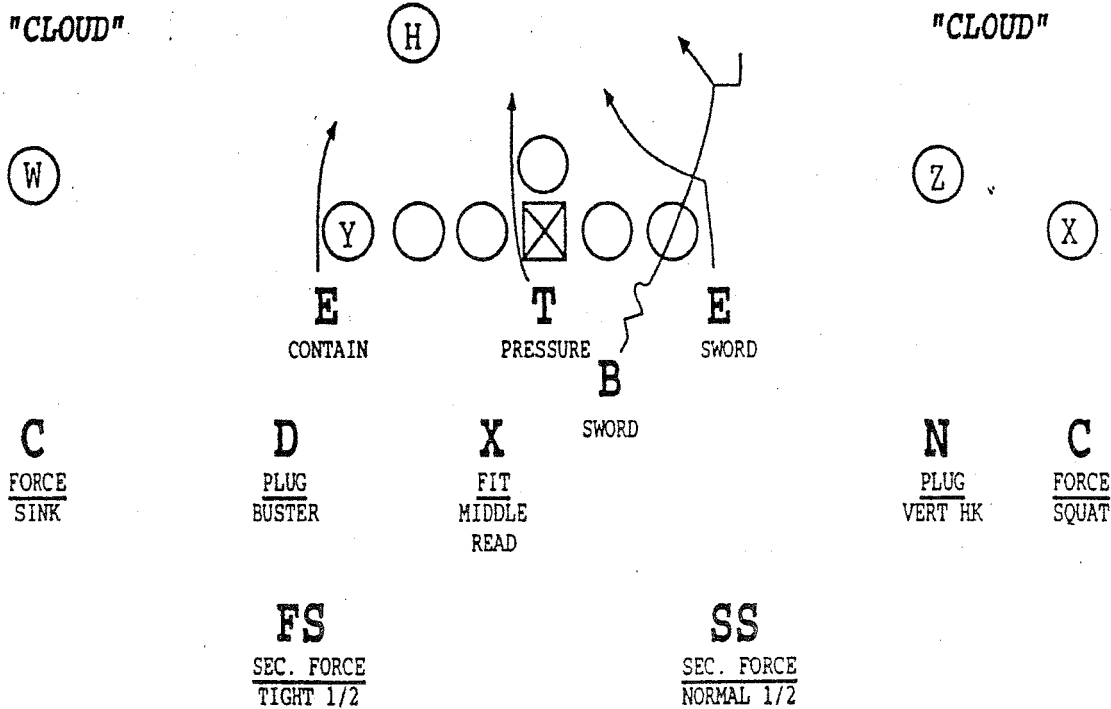
"HEPT"
"RINGO"



KINGS NEAR RIGHT

FULL SWORD 52

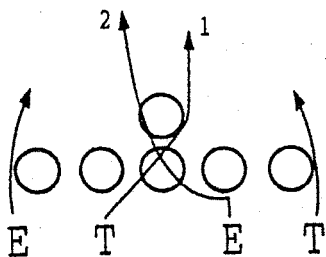
"BUCKY"



STUNT MAGIC-G

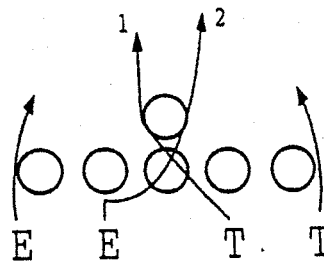
"RIGHT"

TWIST



TWIST

"LEFT"

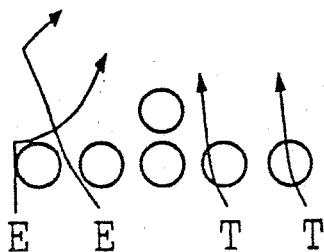


- RE ALIGNS IN MAGIC BUT UP ON ONE OF THE GUARDS
- LT ALIGNS IN MAGIC AND STEM TO AN ALIGNMENT OVER THE OG AWAY FROM MAGIC END
- WE WILL USE MAGIC STUNTS WITH TWIST REPLACING GUN

STUNT MAGIC-G

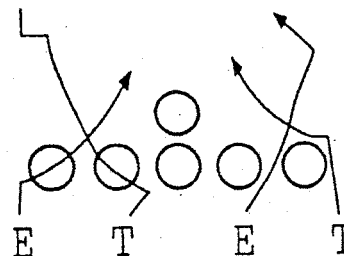
"LEFT"

SWORD



SWORD Z

"RIGHT"



1997 TRAINING CAMP

DEFENSE MTG #9

COVER 13

3-MAN RUSH WHERE WE WILL PLAY RALPH-LARRY TO THE STRONG SIDE

DEF LINE

PLAY RUN TECHNIQUES OF FRONT CALLED

ENDS: CONTAIN RUSH

NOSE: PRESSURE LANE IN FACE OF QB

OLB'S

BACKER OR READ RUN TECHNIQUE / PLUG INTO
RALPH-LARRY FOR ZONE DROP

LARRY : LOLB - BUZZ/FLAT
ROLB - PUSH/FLAT UNDER #1

RALPH : ROLB - BUZZ/FLAT
LOLB - PUSH/FLAT UNDER #1

ILB'S

PLUG INTO FRONT FOR RUN TECHNIQUE & INTO
RALPH-LARRY FOR ZONE DROP

TO CALL : 3 RECEIVER HOOK
AWAY FROM CALL : PUSH HOOK-CURL

SAFETIES

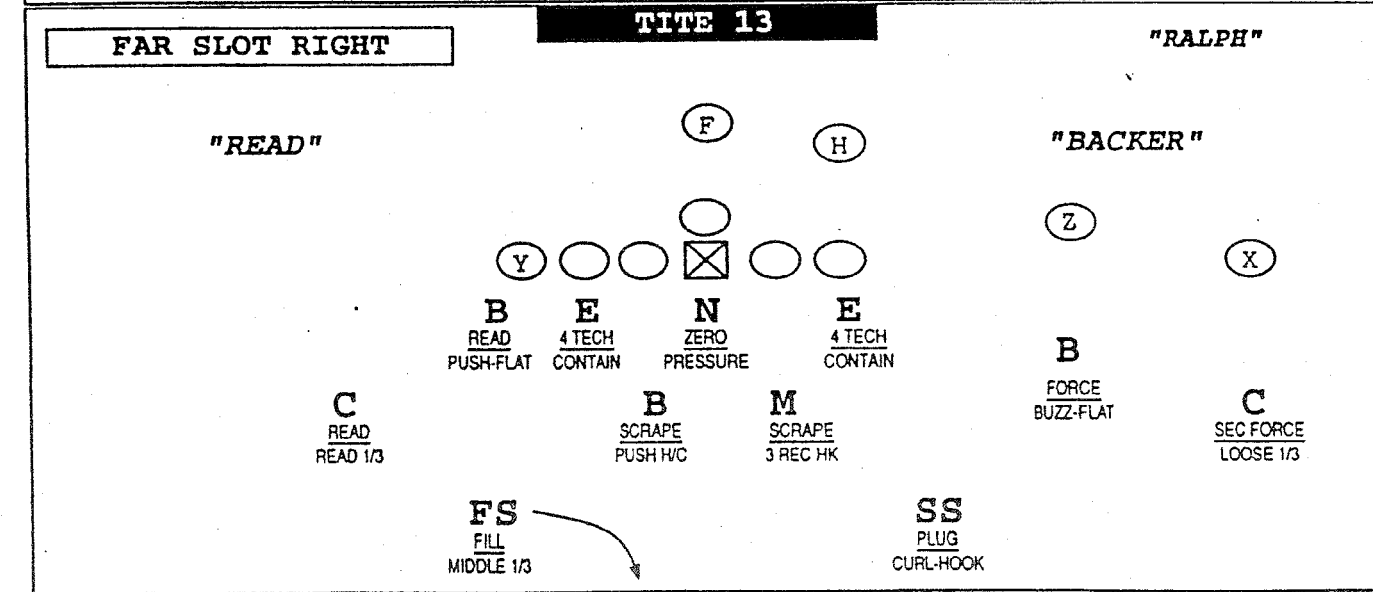
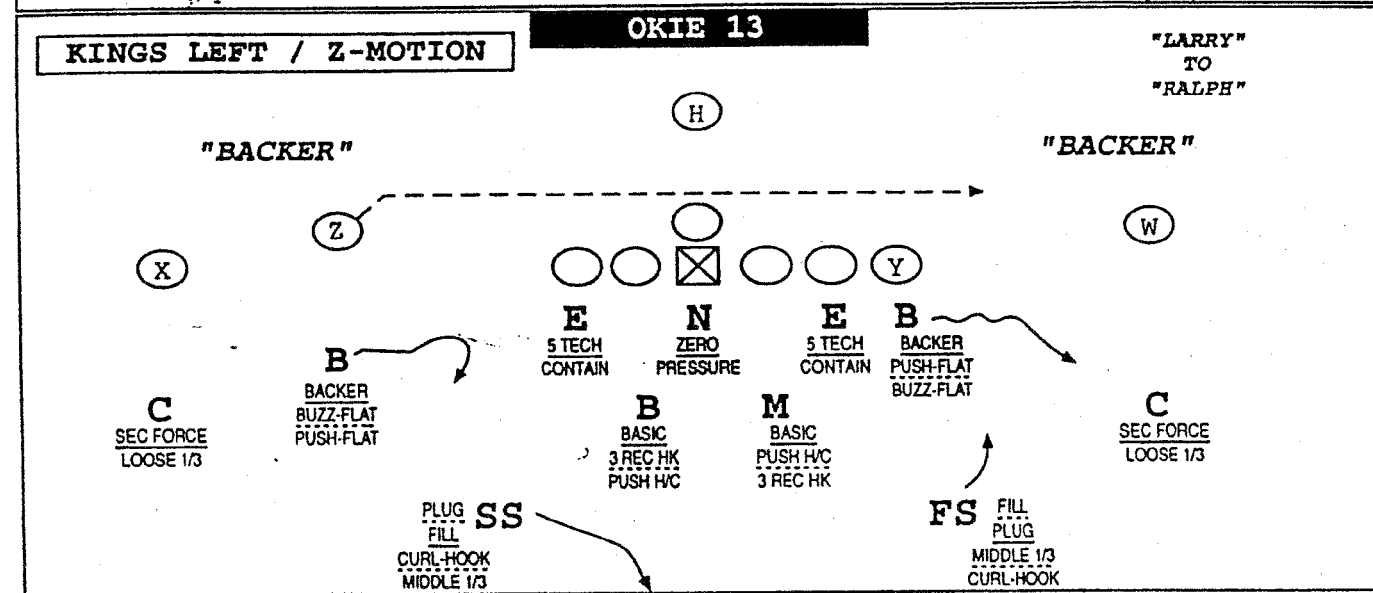
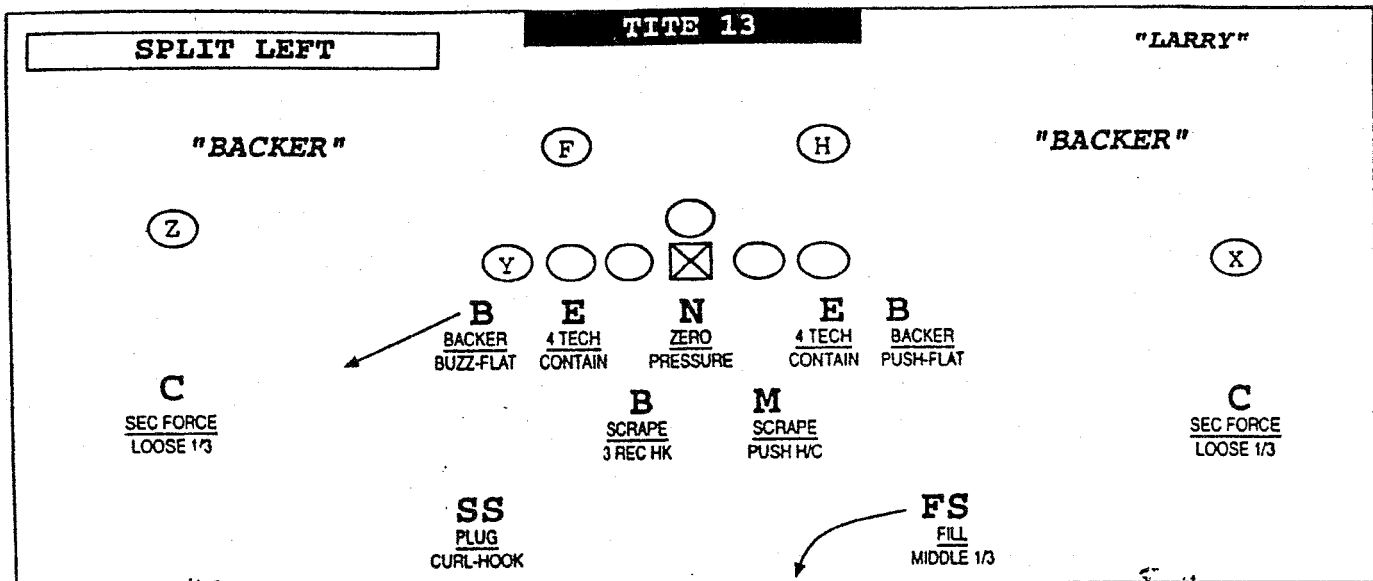
RALPH TO LARRY TO STRENGTH

STRONGSIDE : CURL-HOOK/PLUG
WEAKSIDE : FILL/MIDDLE 1/3

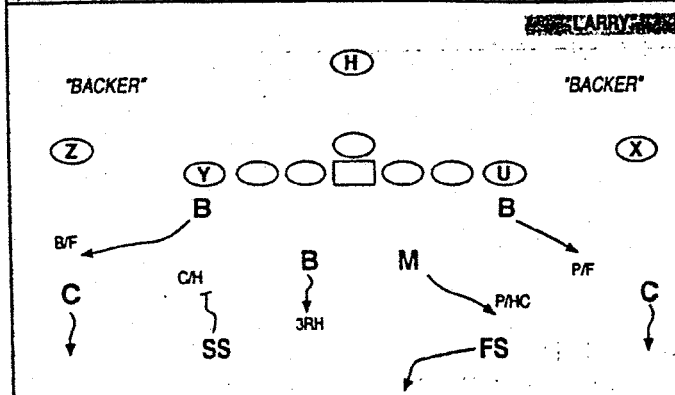
CORNERS

ALIGN LT/RT AND STAY VERSUS ALL MOTION
SECONDARY FORCE -- LOOSE 1/3

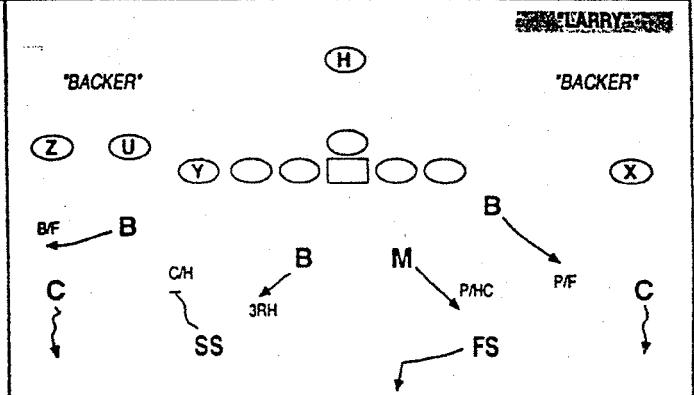




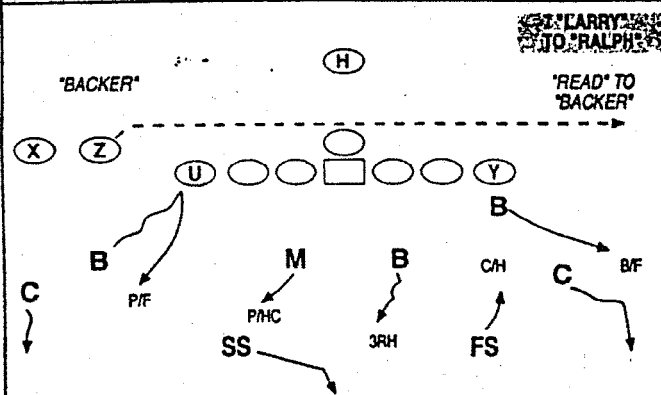
ACE LEFT



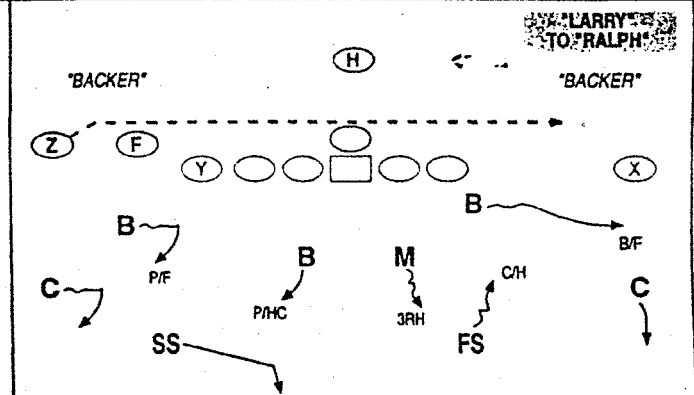
ACE TRIPS LEFT



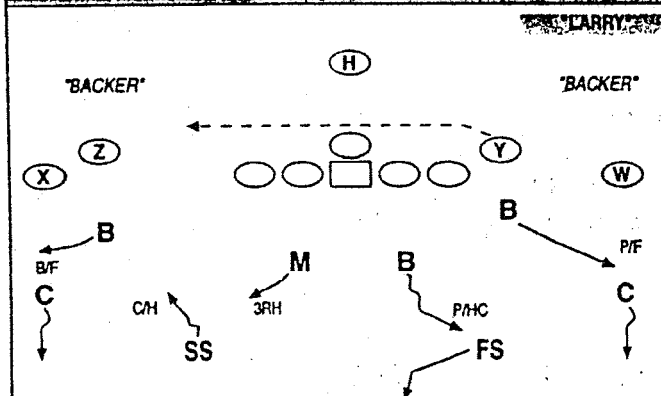
ACE TRIPS SLOT LT/Z-MOTION



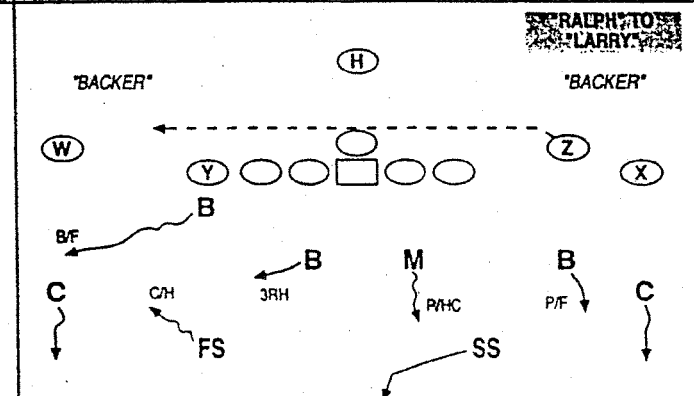
ACE TRIPS LEFT/Z-MOTION



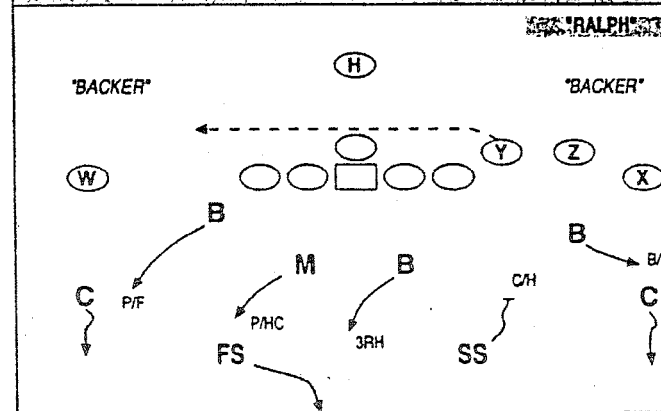
KINGS LEFT/Y-3



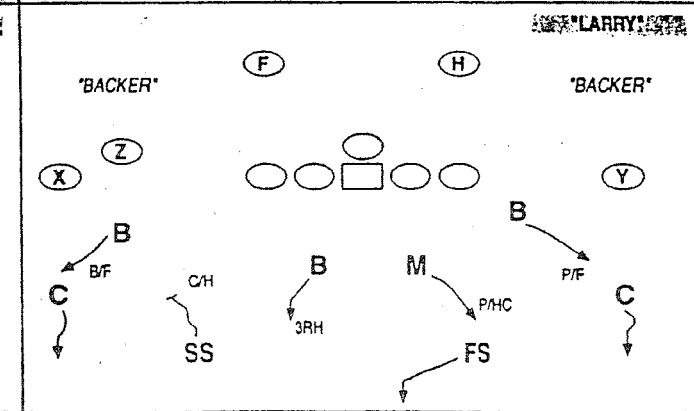
KINGS RIGHT/Z-MOTION



KINGS FAR TRIPS RT/Y-2



QUEENS LEFT



DIME MAGIC DROP 53

3-MAN RUSH WHERE WE WILL PLAY RALPH-LARRY TO THE STRONG SIDE

LE / RT **CONTAIN RUSH**

LT **PRESSURE LANE IN FACE OF QB**

RE **ALIGN STRONG IN MAGIC AND PLAY 3 REC HOOK / IF
STRENGTH CHANGES, YOU & BACKER CHANGE
ALIGNMENT**

NICKEL & DIME **ALIGN STRONG & WEAK / FORCE ON THE RUN / PLUG
INTO RALPH-LARRY FOR ZONE DROPS**

TO CALL : BUZZ / FLAT

AWAY FROM CALL : PUSH / FLAT

BACKER **ALIGN WEAK IN MAGIC LOOK AND PLAY PUSH HOOK-
CURL / IF STRENGTH CHANGES, CHANGE YOUR
ALIGNMENT WITH THE MAGIC END**

SAFETIES **RALPH TO LARRY TO STRENGTH**

**STRONGSIDE : CURL-HOOK/PLUG
(THERE IS A 3 REC HOOK PLAYER)
WEAKSIDE : FILL/MIDDLE 1/3**

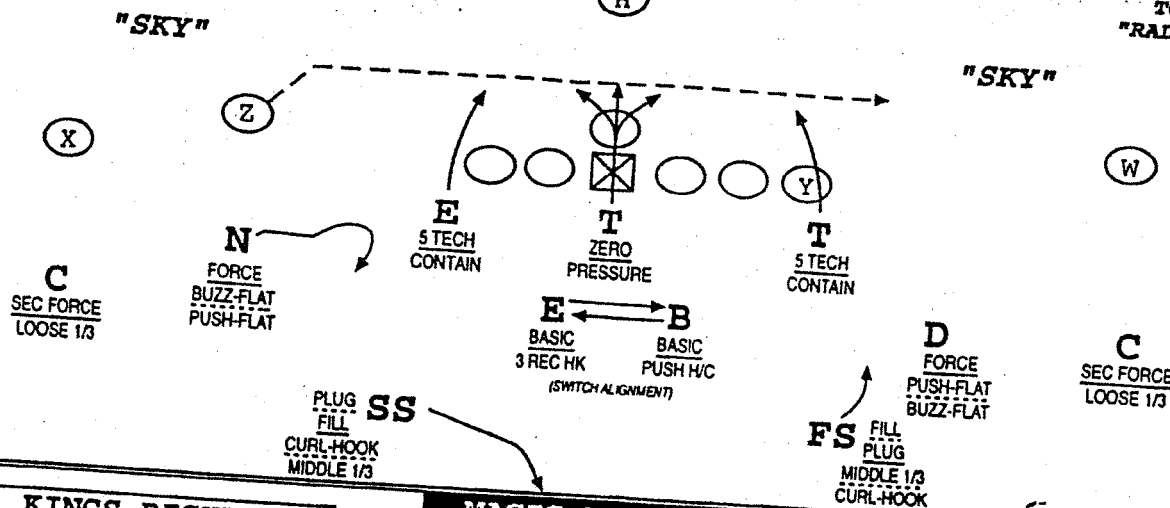
CORNERS **ALIGN LT/RT AND STAY VERSUS ALL MOTION
SECONDARY FORCE -- LOOSE 1/3**



KINGS LEFT / Z-MOTION

MAGIC DROP 53

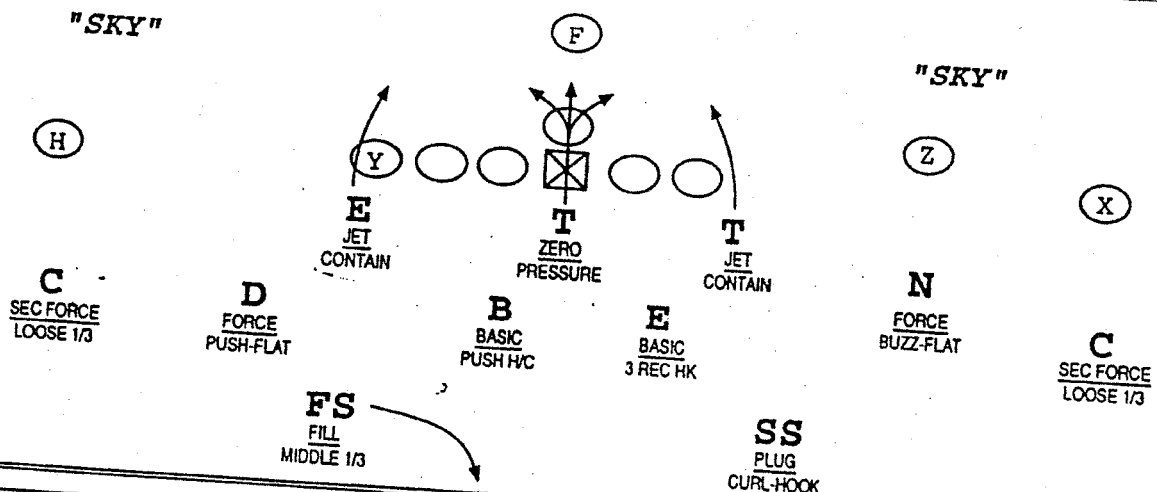
"LARRY"
TO
"RALPH"



KINGS RIGHT

MAGIC DROP 53

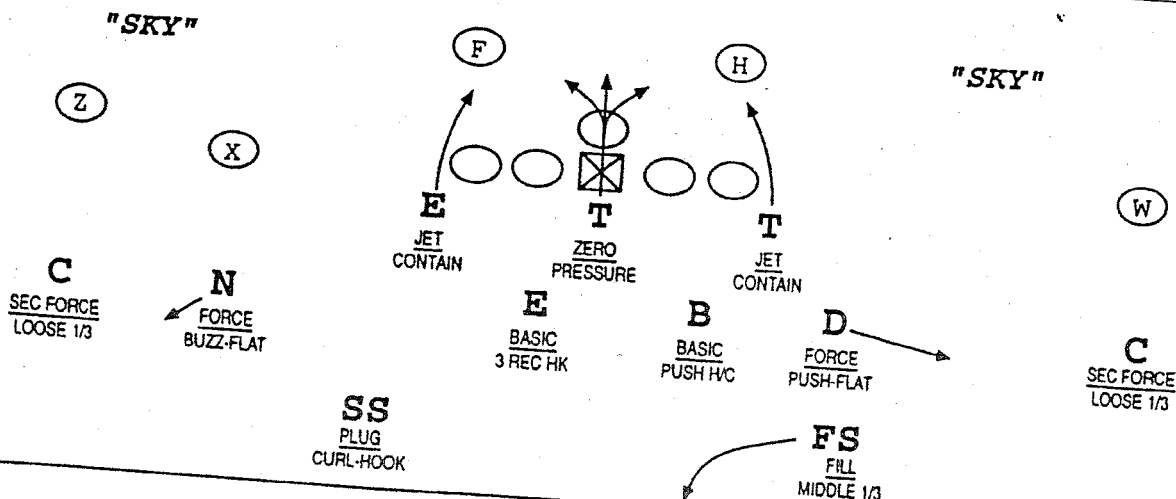
"RALPH"



QUEENS FLIP LT

MAGIC DROP 53

"LARRY"



DIME MAGIC DROP 53

<p>ACE LEFT 1</p> <p>LARRY</p>	<p>ACE TRIPS LEFT 2</p> <p>LARRY</p>
<p>ACE TRIPS SLOT LT/Z-MOTION 3</p> <p>LARRY TO RALPH</p>	<p>ACE FAR TRIPS LEFT/Z-MOTION 4</p> <p>LARRY TO RALPH</p>
<p>KINGS LEFT/Y-3 5</p> <p>LARRY</p>	<p>KINGS RIGHT/Z-MOTION 6</p> <p>RALPH TO LARRY</p>
<p>KINGS FAR TRIPS RT/Y-2 7</p> <p>RALPH</p>	<p>QUEENS LEFT 8</p> <p>LARRY</p>

FULL BLANKET 53

3-MAN RUSH WHERE WE WILL PLAY RALPH-LARRY TO THE STRONG SIDE

ENDS

CONTAIN RUSH

NOSE

PRESSURE LANE IN FACE OF QB

X-DB

ALIGN STRONG IN MAGIC AND PLAY 3 REC HOOK / IF
STRENGTH CHANGES, YOU & BACKER CHANGE
ALIGNMENT / YOUR ALIGNMENT DEPTH CAN VARY

NICKEL & DIME

ALIGN STRONG & WEAK / FORCE ON THE RUN / PLUG
INTO RALPH-LARRY FOR ZONE DROPS

TO CALL : BUZZ / FLAT

AWAY FROM CALL : PUSH / FLAT

BACKER

ALIGN WEAK IN MAGIC LOOK AND PLAY PUSH HOOK-
CURL / IF STRENGTH CHANGES, CHANGE YOUR
ALIGNMENT WITH THE X-DB

SAFETIES

RALPH TO LARRY TO STRENGTH

STRONGSIDE : CURL-HOOK/PLUG
(THERE IS A 3 REC HOOK PLAYER)
WEAKSIDE : FILL/MIDDLE 1/3

CORNERS

ALIGN LT/RT AND STAY VERSUS ALL MOTION
SECONDARY FORCE -- LOOSE 1/3

KINGS RIGHT

FULL BLANKET 53

"RALPH"

"SKY"

"SKY"

(H)

(Z)

(X)

C
SEC FORCE
LOOSE 1/3

D
FORCE
PUSH-FLAT

B
BASIC
PUSH H/C

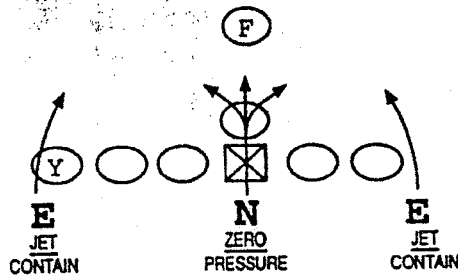
X
BASIC
3 REC HK

N
FORCE
BUZZ-FLAT

C
SEC FORCE
LOOSE 1/3

FS
FILL
MIDDLE 1/3

SS
PLUG
CURL-HOOK



QUEENS FLIP LT

FULL BLANKET 53

"LARRY"

"SKY"

"SKY"

(Z)

(X)

(H)

(W)

C
SEC FORCE
LOOSE 1/3

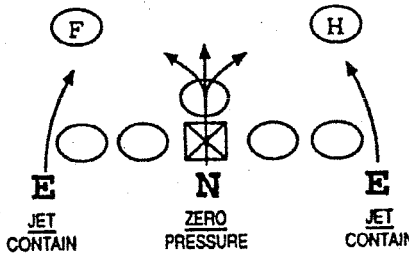
N
FORCE
BUZZ-FLAT

X
BASIC
3 REC HK

B
BASIC
PUSH H/C

D
FORCE
PUSH-FLAT

C
SEC FORCE
LOOSE 1/3



FS

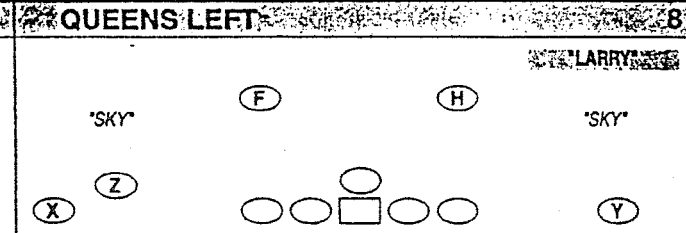
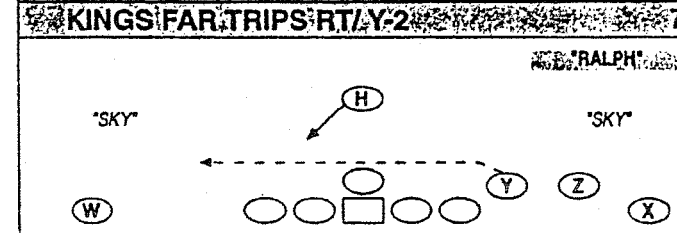
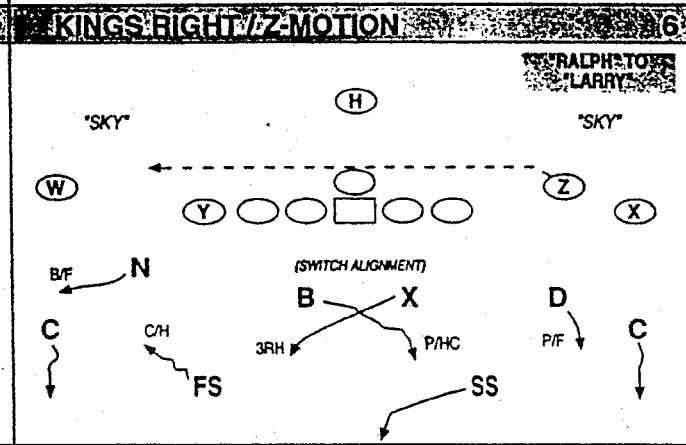
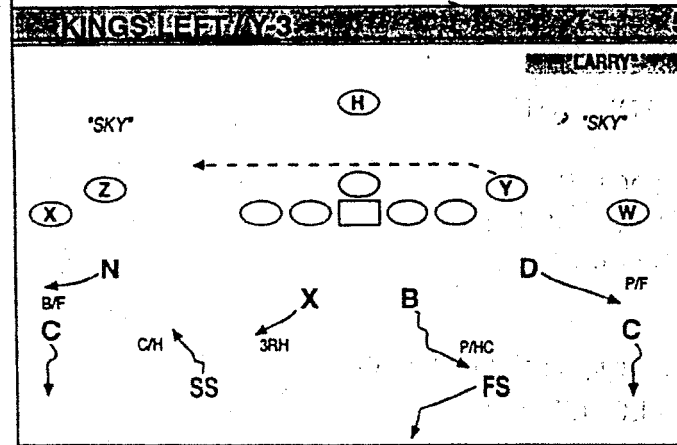
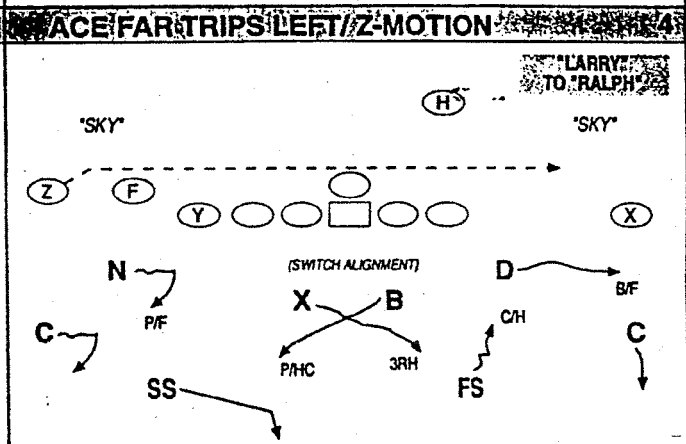
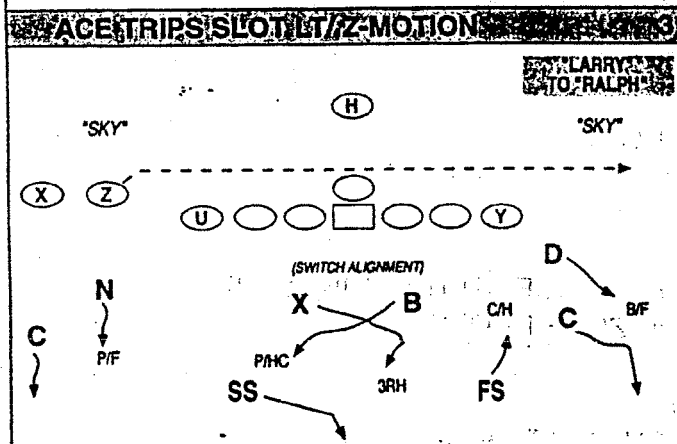
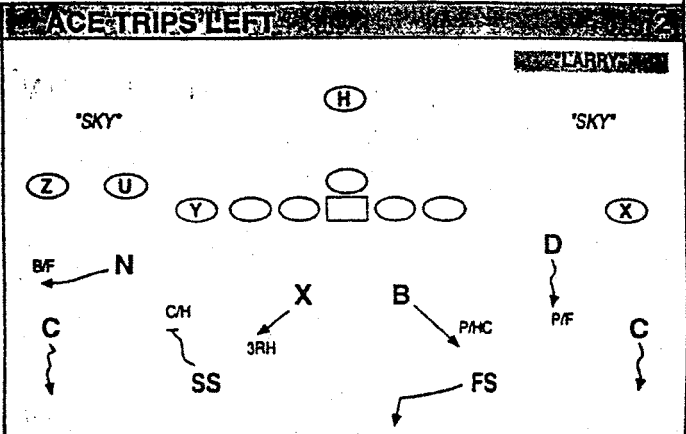
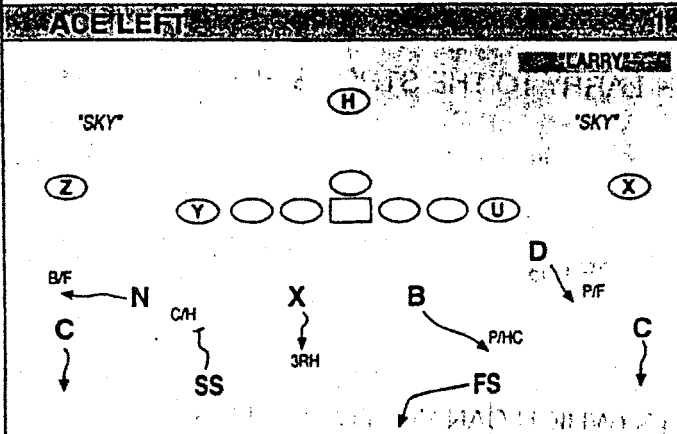


**PANTHERS DEFENSE
1997 TRAINING CAMP**

MTG #
11



FULL BLANKET 53



DOLLAR BLANKET 53

LARRY FOR ZONE DROPS

**TO CALL : 3 RECEIVER HOOK
AWAY FROM CALL : PUSH HOOK-CURL**

SAFETIES

**STRONGSIDE : CURL-HOOK/PLUG
(THERE IS A 3 REC HOOK PLAYER)
WEAKSIDE : FILL/MIDDLE 1/3**

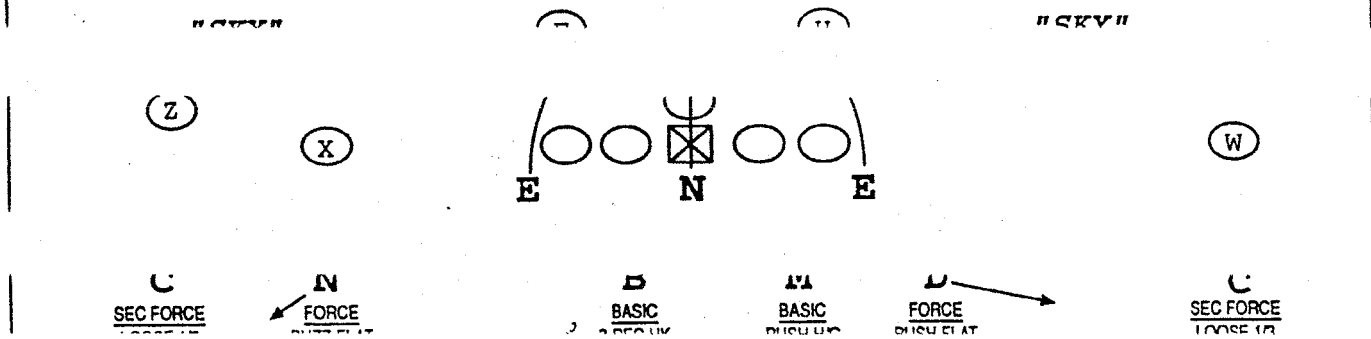
CORNERS

**ALIGN LT/RT AND STAY VERSUS ALL MOTION
SECONDARY FORCE -- LOOSE 1/3**



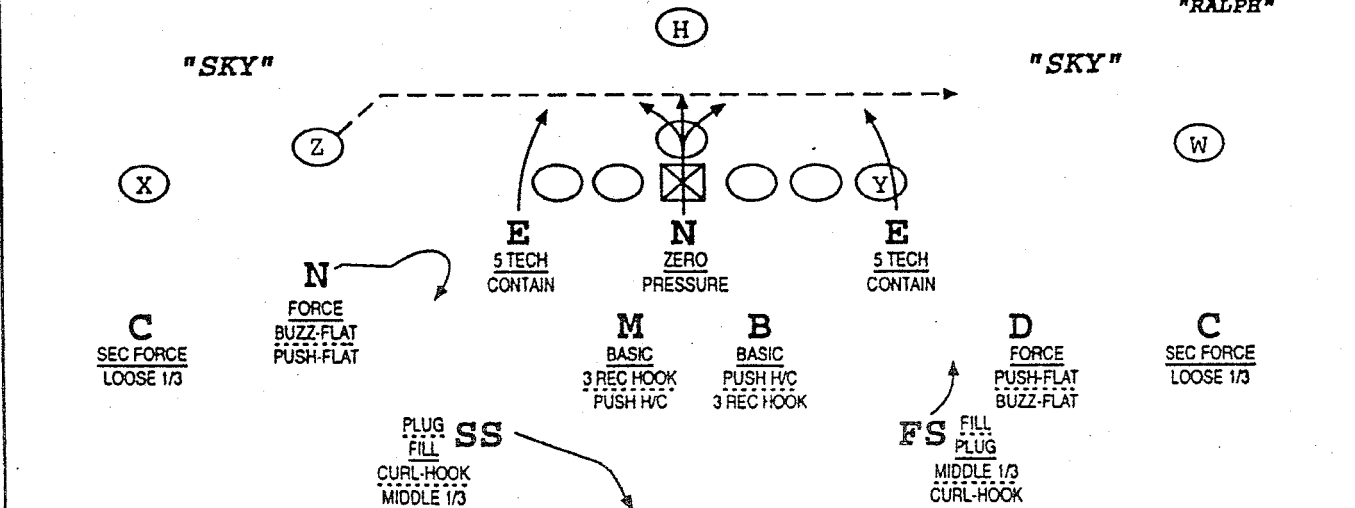
SEC FORCE LOOSE 1/3 FORCE PUSH-FLAT BASIC PUSH HVC BASIC 3 REC HK LOOSE 1/3
 FS FILL MIDDLE 1/3 SS PLUG CURL-HOOK

QUEENS FLIP LT **DOLLAR BLANKET 53** "LARRY"



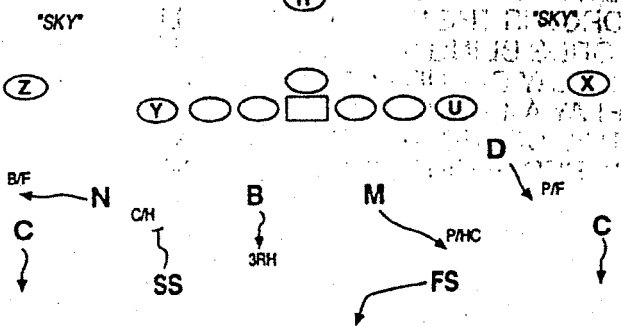
SS PLUG CURL-HOOK FS FILL MIDDLE 1/3

KINGS LEFT / Z-MOTION **DOLLAR BLANKET 53** "LARRY" TO "RALPH"

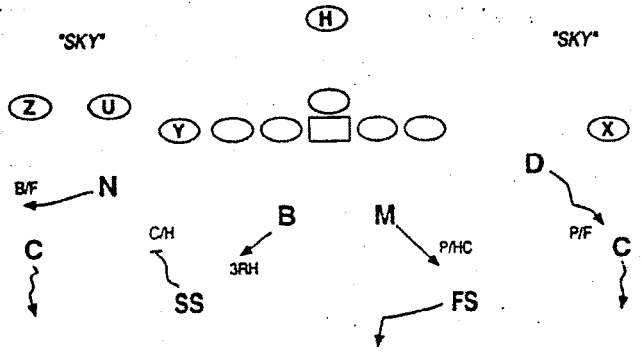


DOLLAR BLANKET 53

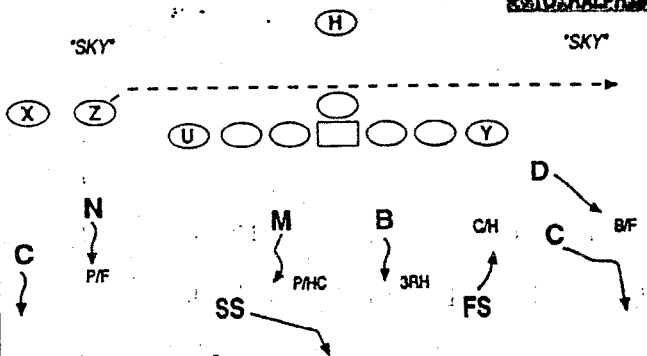
AGE LEFT



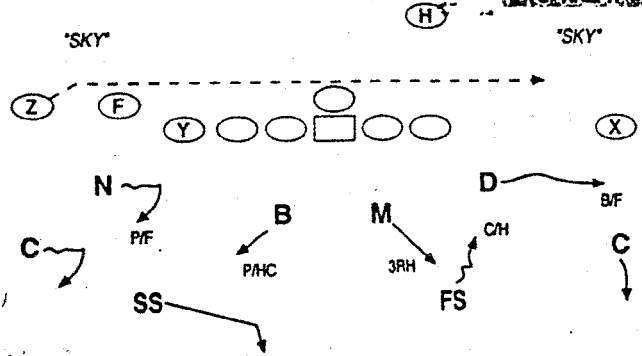
AGE TRIPS LEFT



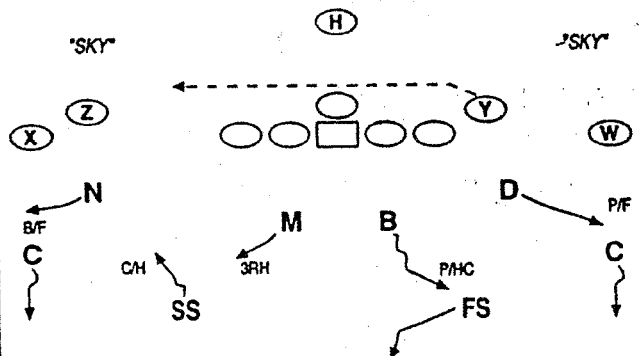
AGE TRIPS SLOT LEFT / Z-MOTION



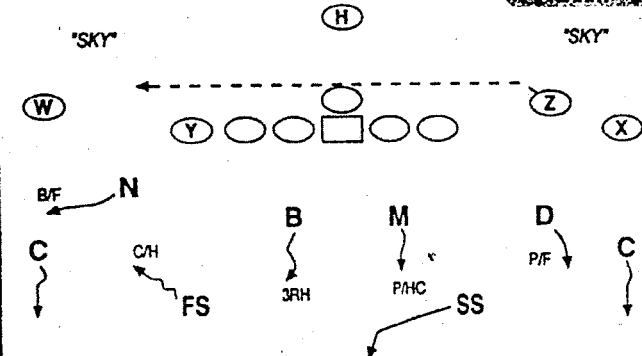
AGE FAR TRIPS LEFT / Z-MOTION



KINGS LEFT / Y-2



KINGS RIGHT / Z-MOTION



KINGS FAR TRIPS RIGHT / Y-2

GENERAL PHONICS

QUEENS LEFT

LARRY

MAGIC DROP CLOUD AUTOMATIC

AN ADJUSTABLE DIME ZONE WHICH WILL PLAY AS A 5 UNDER / 3 DEEP ZONE VS. ALL FORMATIONS EXCEPT TWIN SETS. DROP IS THE KEY WORD. IT WILL BE A STRONG ROTATED ZONE WITH KEY WORDS BEING "LISA" AND "ROSE" TO INDICATE THE ROTATION SIDE. WE WILL PLAY CLOUD FORCE TO THE ROTATION. VERSUS TWIN SETS, WE WILL PLAY A 4 UNDER / 4 DEEP ZONE WITH "SEAM" BEING THE KEY WORD FOR THIS COVERAGE. WE CAN ALSO USE THIS CALL AS A HAIL MARY DEFENSE BY REDEFINING OUR ZONES AND ALIGNMENTS.

CORNERS - ALIGN LT / RT

LISA = LEFT CORNER SQUAT / RIGHT CORNER OUTSIDE 1/3

ROSE = RIGHT CORNER SQUAT / LEFT CORNER OUTSIDE 1/3

SEAM = LOOSE 1/4

SAFETIES - ALIGN STRONG / WEAK

LISA = LEFT SAFETY OUTSIDE 1/3 TO CALL / RIGHT SAFETY MID 1/3

ROSE = RIGHT SAFETY OUTSIDE 1/3 TO CALL / LEFT SAFETY MID 1/3

SEAM = POST / CURL 1/4

NICKEL / DIME- ALIGN STRONG AND WEAK

LISA / ROSE = CURL TO CALL / WIDE CURL-FLAT AWAY FROM CALL
(POSSIBLE HEADS ALIGNMENT)

SEAM = WIDE CURL-FLAT (GET UNDER #1)

BACKER / RE - ALIGN IN MAGIC

LISA / ROSE = HOOK TO CALL / HOOK-CURL AWAY FROM CALL

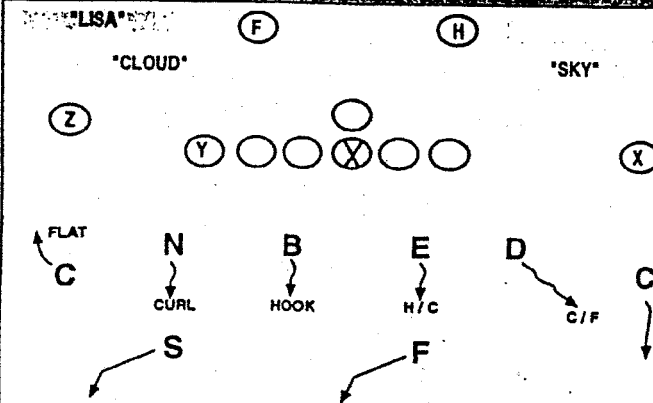
SEAM = HOOK-CURL IN QUARTERS

MAGIC PACKAGE

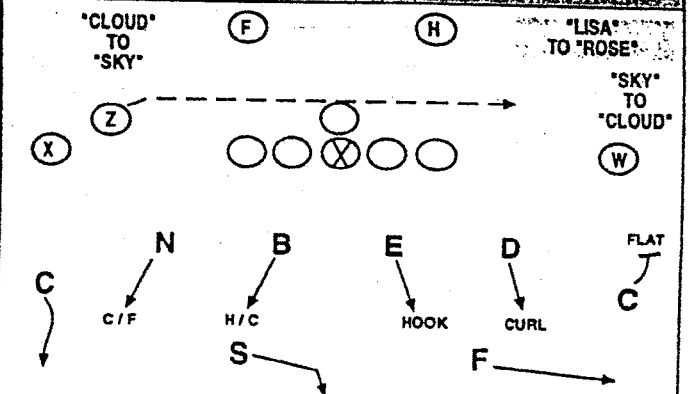


MAGIC DROP CLOUD AUTOMATIC

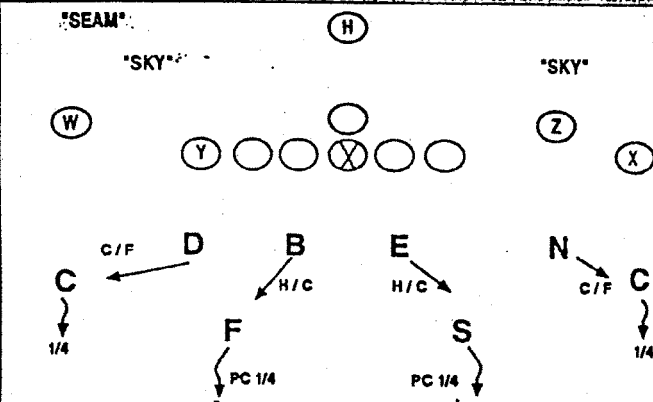
SPLIT LEFT



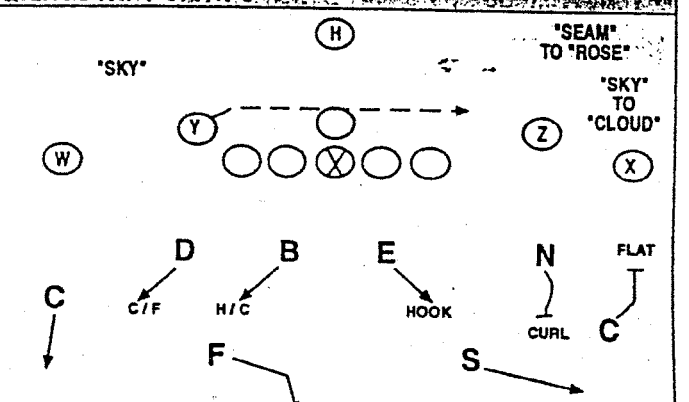
QUEENS LEFT/Z-MOTION



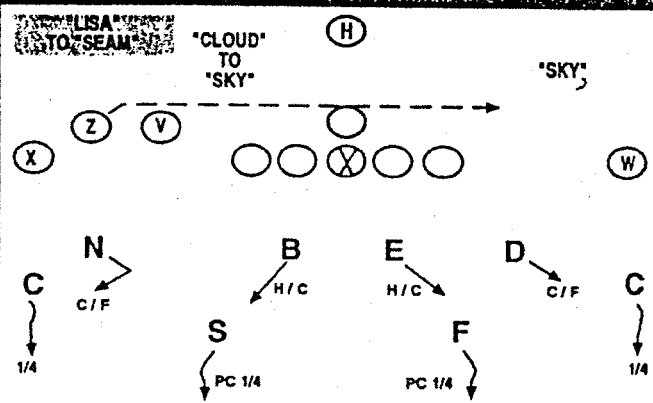
KINGS RT



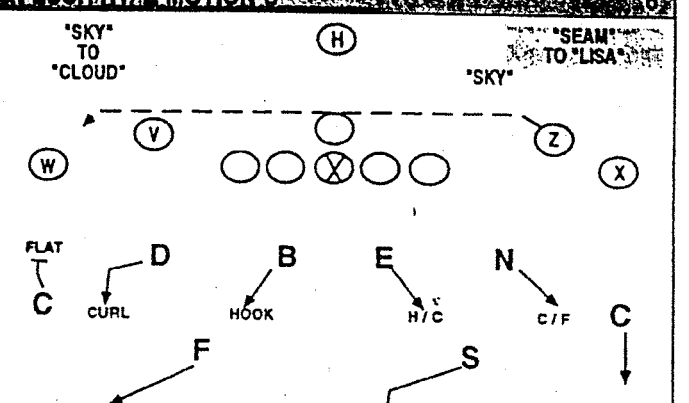
KINGS RT/Y-OFF/Y-3



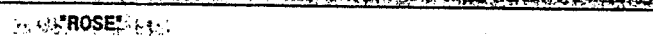
FLUSH TRIPS 1/7/2



FLUSH RT/Z-MOTION-U



KINGS SPLIT RT

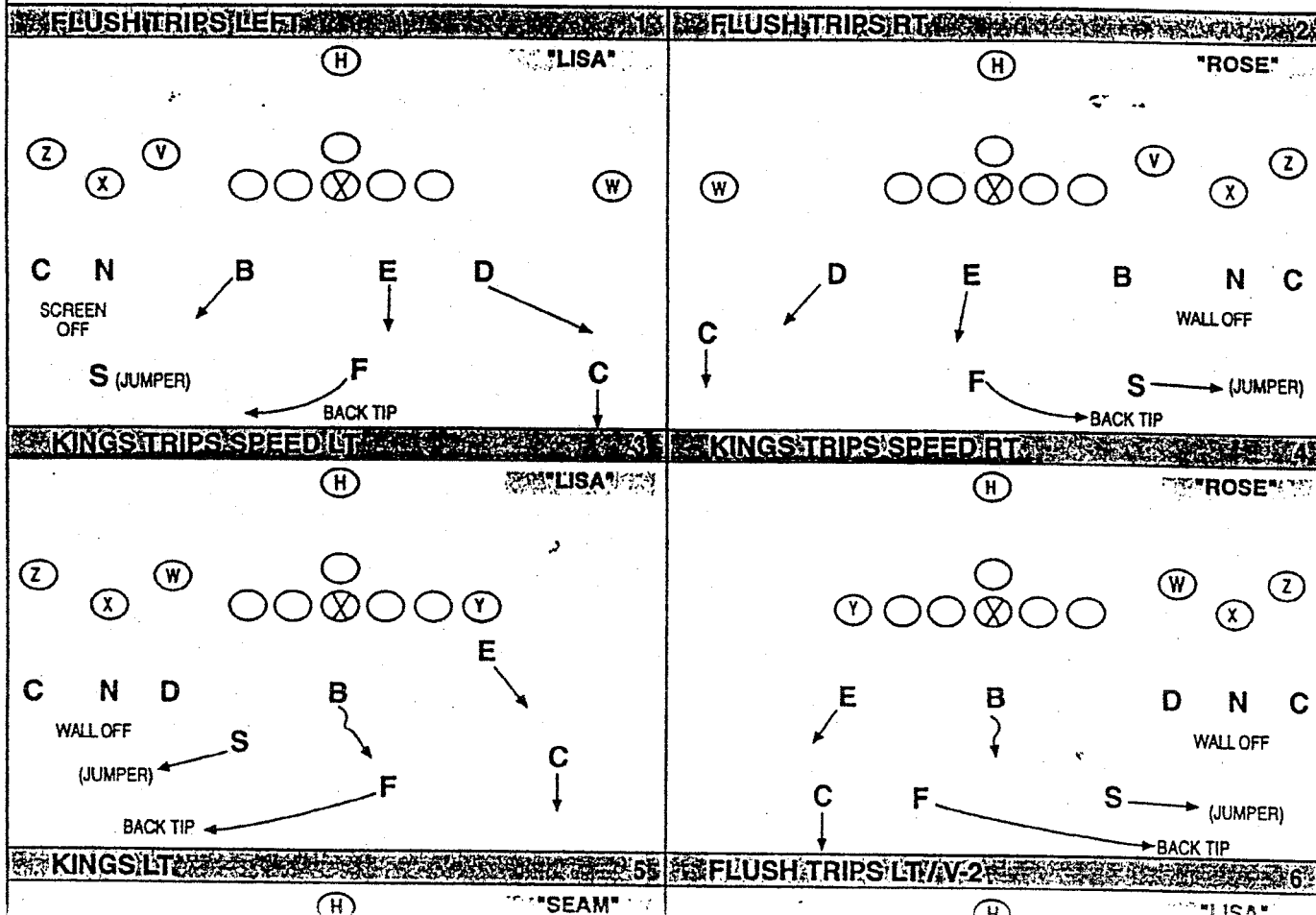


KINGS FAR TRIPS SPEED RT/W-2



MAGIC DROP CLOUD AUTOMATIC VICTORY

ADDING THE TAG OF VICTORY TO THE CALL ALERTS US TO PLAYING A POSSIBLE HAIL MARY PASS ATTEMPT. IF THERE IS TRIPS, THE 3 UNDERNEATH ZONERS TO THE TRIPS WILL RUN/ SCREEN THEIR MAN FROM THE BALL (DO NOT JUMP). THE OUTSIDE 1/3 DEFENDER WILL BE THE JUMPER. THE MIDDLE 1/3 PLAYER WILL BE THE BACK TIP. IF IT IS A SINGLE WIDTH TRIPS, WE CAN ALIGN THE DIME TO THE TRIPS AND ADJUST OUR ZONES FOR THE BACKER AND END.



MAGIC CLOUD AUTOMATIC

WITHOUT THE TAG OF "DROP" TO THE CALL, IT IS A 4-MAN RUSH WHICH WILL CHANGE OUR DROPS AND CODE WORDS A LITTLE.

VERSUS TWIN SETS = QUARTERS
VERSUS ALL OTHER SETS = LISA / ROSE

- BACKER = SQUIRM/ HOOK-CURL
- NICKEL/DIME = AWAY FROM LISA/ROSE PLAY SEAM-FLAT
- CORNER AWAY FROM LISA/ROSE PLAY TIGHT 1/3

FLUSH/TRIPS LEFT	FLUSH/TRIPS RIGHT
<p>"LISA"</p> <p>Diagram showing player positions and movements for the "LISA" play. Linebackers are Z, X, V, W. Linebackers are 1, 2, 3, 4, 5. Backer is B. Nickel/Dime is D. Corner is C. Tights are S, F, TIGHT 1/3.</p>	<p>"ROSE"</p> <p>Diagram showing player positions and movements for the "ROSE" play. Linebackers are W, V, X, Z. Linebackers are 1, 2, 3, 4, 5. Backer is B. Nickel/Dime is D. Corner is C. Tights are S, F, TIGHT 1/3.</p>
KINGS RT/Z-MOTION	QUEENS FLIP RIGHT
<p>"QUARTERS TO ROSE"</p> <p>Diagram showing player positions and movements for the "QUARTERS TO ROSE" play. Linebackers are X, Z, W, Y. Linebackers are 1, 2, 3, 4, 5. Backer is B. Nickel/Dime is D. Corner is C. Tights are S, F, TIGHT 1/3.</p>	<p>"ROSE"</p> <p>Diagram showing player positions and movements for the "ROSE" play. Linebackers are W, V, X, Z. Linebackers are 1, 2, 3, 4, 5. Backer is B. Nickel/Dime is D. Corner is C. Tights are S, F, TIGHT 1/3.</p>
KINGS LT	FLUSH/TRIPS LT/V-2
<p>"QUARTERS"</p> <p>Diagram showing player positions and movements for the "QUARTERS" play. Linebackers are X, Z, W, Y. Linebackers are 1, 2, 3, 4, 5. Backer is B. Nickel/Dime is D. Corner is C. Tights are S, F, TIGHT 1/3.</p>	<p>"LISA TO QUARTERS"</p> <p>Diagram showing player positions and movements for the "LISA TO QUARTERS" play. Linebackers are X, Z, V, W, Y. Linebackers are 1, 2, 3, 4, 5. Backer is B. Nickel/Dime is D. Corner is C. Tights are S, F, TIGHT 1/3.</p>

TWO-MINUTE DEFENSE

"BONUS TIME"

PROBABLY THE MOST IMPORTANT TIME OF A BALL GAME IS WITH TWO MINUTES TO GO IN EITHER HALF. THE LAST TWO MINUTES OF EITHER HALF CAN HAVE A DIRECT BEARING ON WHO WINS AND WHO LOSES. A TEAM THAT CAN HANDLE ITSELF THROUGH THIS PERIOD WITHOUT CONFUSION AND FRUSTRATION CAN WIN FOOTBALL GAMES. IT IS IMPERATIVE THAT IN THIS CRITICAL TIME PERIOD WE MAINTAIN POISE, CONFIDENCE, AND EXECUTE. IN OTHER WORDS, A SUCCESSFUL DEFENSIVE UNIT MUST BE ABLE TO CONTROL THE PLAY IN THESE SITUATIONS.

GENERALLY SPEAKING, ONE OF TWO SITUATIONS PREVAILS AT THESE TWO CRITICAL TIME PERIODS IN THE GAME.

A. WE ARE LEADING

WE MUST EXPEND SOME TIME BY HELPING TO RUN OUT THE CLOCK AND UNDER NO CIRCUMSTANCES CONTRIBUTE TO THEIR ATTEMPT TO SCORE.

1. OUR DEFENSIVE PLAN WILL BE GOVERNED BY THE NUMBER OF POINTS NEEDED BY OUR OPPONENT (A TOUCHDOWN VS. A FIELD GOAL). WE WILL HAVE SEVERAL ALTERNATIVES WHICH WILL BE CALLED BY YOUR DEFENSIVE SIGNAL CALLER. WE MAY OR MAY NOT HAVE THE BENEFIT OF A DEFENSIVE HUDDLE. IT IS IMPORTANT THAT WE KEEP AN OPEN LINE OF COMMUNICATION BETWEEN ALL MEMBERS OF OUR DEFENSIVE TEAM.
 - a. DO NOT ALLOW BALL CARRIER TO GET OUT OF BOUNDS
PROTECT SIDELINE
 - b. DON'T REQUEST A TIME OUT UNLESS IT IS CALLED FROM THE SIDELINE OR THERE IS TOTAL CONFUSION. (ALWAYS BE HEADS UP FOR "TIME OUT" CALL FROM SIDELINE).
 - c. NO PENALTIES - THEY STOP THE CLOCK.
 - d. BE SLOW TO UNPILE AND GETTING BACK TO LOS (*AWARE OF OFFICIALS)!!

B. WE ARE BEHIND

WE MUST CONSERVE TIME AND REGAIN POSSESSION OF THE BALL

1. DON'T RELAX IN YOUR ASSIGNMENT BUT DO EVERYTHING POSSIBLE TO KNOCK THE BALL FROM YOUR OPPONENT'S HANDS.
2. UNPILE QUICKLY AND GET INTO YOUR DEFENSIVE HUDDLE
3. FORCE THE BALL CARRIER OUT OF BOUNDS.
4. ALL DEFENSIVE PLAYERS WATCH THE SIDELINE FOR INSTRUCTION AS TO WHEN TO USE A CALLED TIME OUT.

TWO-MINUTE DEFENSE

